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SUPERHERO 2044

THE CAMPAIGN OF SUPER-POWERED CRIMEFIGHTERS IN THE YEAR 2044

BY DONALD SAXMAN

TABLE OF CONTENTS

FORWARD 1
INTRODUCTION 1-2
WORLD ALMANAC 2044 2
TECHNOLOGY. 2-3
PSYCHOLOGY AND ECONOMICS 3
POLITICS ON INGURIA 3
NEWSPAPERS 3-4
FORMALHAUTIANS 4
PLACES TO SEE IN INGURIA, ISLAND PARADISE 4-5
THE STREETS OF INGURIA 5
THE CITY OF BLOOMBERG 6
KIA, K8ln INSTITUTE ALUMNI. 7
ATA, ASSOCIATION OF TECHNICAL 7
THE HUNTER CLUB 7
UNIQUEX 7
THE SCIENCE POLICE. 8
THE SUPERHERO SHOP. 9
IPSP, THE INGURIA PROTECTION AND SERVING PROGRAM. 10
THE FREEDOM LEAGUE. 10
CHARACTER DESIGN 10-11
EFFEECTS OF PRIME REQUISITE SCORES. 12
FILLING OUT THE WEEKLY PLANNING SHEET 12
COMBAT SEQUENCE 14
INJURIES 15
KINDS OF COMBAT 15
WEAPONS EFFECTS 17
HANDICAPS 18
NOTES ON DESIGNING HANDICAPPING SCENARIO 18
EXAMPLES OF HANDICAPPING SCENARIO 19
PATROL 20
SALARIES 24
LITIGATION 24
LIVING EXPENSES 24
RESEARCH 24
CRIMEFIGHTING EQUIPMENT 24
GENERAL EQUIPMENT 25-26
SUPERHERO 44 SOLO RULES 27
OPTIONAL SUPERHERO RULES 29

By Donald Saxman (Based on an idea supplied by Mike Ford.)

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This gamebook is dedicated to Doc, Kal-el, and the Shadow. Without them it never would have been published.

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SUPERHERO 44

BY DONALD SAXMAN

FOREWORD

SUPERHERO '44 traces its origins to a concept developed by Mike Ford, one of Bloomington, Indiana's more imaginative personalities. His many and varied pursuits include Treasurer of the Indiana University Science Fiction Club, Herald for the local chapter of the Society for Creative Anachronism, member of the Conflict/Simulation Club and Dungeonmaster. He still finds time to pursue a career as a science fiction writer and reviewer.

His "Medieval" fantasy campaigns are as varied as his activities. The participants often find themselves armed with assault rifles instead of swords and fighting helicopters instead of dragons. One campaign featured a device which allowed the players to travel to over two dozen alternate universes, each with its own natural laws and historical motif. There was a world based on Space Opera, one where World War II was still in progress,one based on Edgar Rice Burrough's Mars, and, almost as an afterthought,one populated with comic-book and pulp-novel characters. Here the party of magicians and swordsmen met Batman and Doc Savage, and ultimately fought Doctor Doom and Darkseid with the help of Luke Cage and the Phantom Stranger. The major problem was the total lack of rules for these characters. Tanks and infantry, magic, dinosaurs, science fiction, the old west and even Mars can be found in conflict simulation rules--sometimes in many sets of rules--but comic-book rules are notably lacking.

As time went on, Mike adapted other sets of rules to fit comic superheroes and they became a standard feature of his various campaigns. The culmination of this was the infamous Multipolarity II battle, in which he refereed armies of magicians, starship troopers, Nazis, Klingons, Martians, apes and elements of the Legion of Superheroes. It was a complete success, and spurred me on to begin developing a set of superhero rules which could be played on their own.

The end result of over a year of testing and design is Superhero '44—the game of crime fighting and superheroics in the year 2044. The world of Inguria is intended to act as an initial backdrop for the action of the heroes. It includes features gleaned from pulp magazines, almost twenty years of comic books, and vintage radio shows. Superhero '44 can be easily adapted to a variety of environments including various alternate futures, the present, or even the Golden Ages of the Thirties and Forties without substantial revision. As the players create superheroes, begin to patrol, cross over, and interact, they can expand off the island to combat evil in its infinite and varied forms. The scope of Superhero '44 is limited only by the ingenuity of the referee and the imagination of the players.

INTRODUCTION

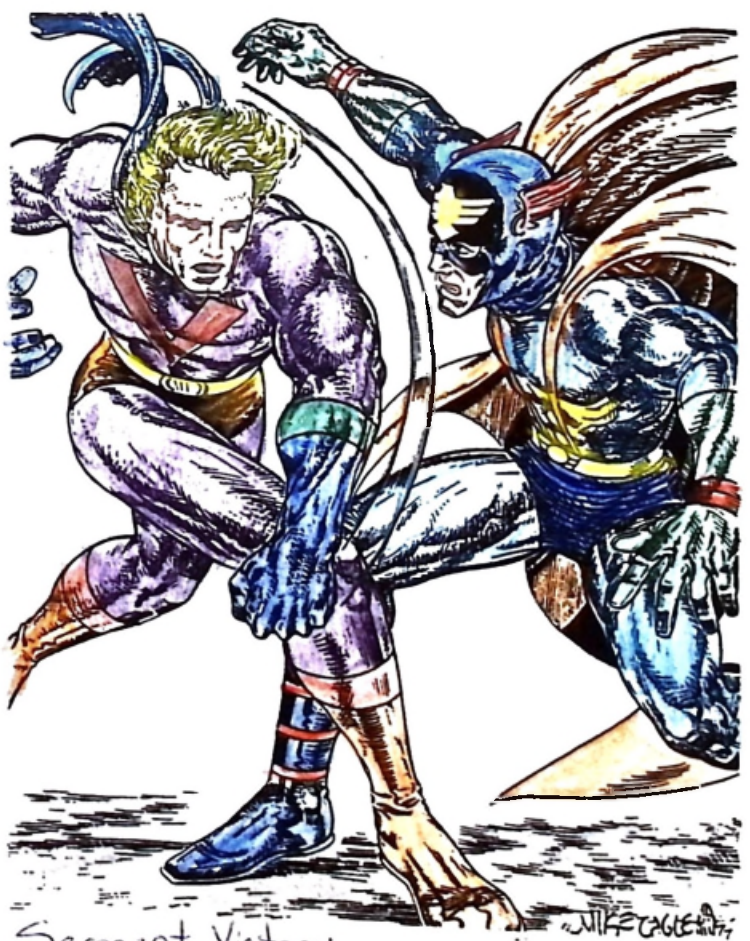
Wargames have come a long way since their shadowy origins in the last century. Once, the wargamer evoked visions of either a stuffy British major in a dinner jacket playing with Napoleonics on his billiard table or a grimy six-year old playing with little men in his sandbox. Today, the wargamer may be a college student--or a professor. He may be a politician--or even a minister. He may play a board game where luck plays little or no part or he may play with miniatures where a single roll of the dice will route his army and bring defeat. Where games once took hours, now a campaign may stretch out for months or even years. Finally, when wargames stopped merely recreating historical incidents and began to experiment, the fantasy wargame was born. First used to model situations too expensive to portray in other ways, soon games appeared that changed the fundamental laws of the universe. Anything became possible. Somewhere along the line fantasy games began to resemble improvisational theater. The players are now forced to make on-the-spot decisions of strategy, faced with unreal environments and rapidly changing situations.

In playing Superhero '44, it is useful to keep in mind the analogy to improvisational theater. First is the setting: I have designed Inguria, the city of the future, as an introductory set. It is small enough to keep the action within bounds but large enough to allow variety because Inguria could just as easily be New York or Metropolis. Every invention or cultural detail is designed to rationalize the existence of superheroes. As stated in the foreword, the setting can be greatly expanded once you are familiar with the rules.

Continuing the analogy, the next most important factor is the director: the referee. It is his job to approve the original character designs, create specific scenarios for the evaluation of the heroes, and calculate the gains and losses of the players.

The referee must keep a record of the elements of play, and impose restrictions to maintain balance. He has to think on his feet. Above all, he must be able to keep the game interesting by constant introduction of new situations.

While it is possible to play without a referee, it is best to at least start with one. It is possible for a player to act as referee, but can cause problems if disputes develop.



The cast of the game can include as many as twenty heroes if the referee is energetic. Initially players should control only one superhero. One well-played hero is better than many poorly-played or underdeveloped heroes. The referee will introduce "non-player characters" who represent villains, bystanders, newspaper editors, government officials, etc. These are played by the referee to control the progress of the game.

Props can be kept minimal. Only one copy of the rules is necessary, and only the referee needs to study it carefully. In fact, extra realism is added if the players' knowledge is limites.

The referee should keep a stock of index cards, paper, and pencils. He may find it useful to photocopy the weekly planning sheet. A pair of twenty-sided dice are necessary. A pocket calculator will make it easier to calculate results of patrol, but is not essential. A large-scale (one inch = two meters) map of the streets of Inguria and of specific locations is very useful for handicapping scenarios, and is essential for solitaire play. Individual figures of the heroes, bystanders and villains are attractive, but can be replaced by cardboard cutouts.

It is advisable that the game be started on a simple level and built up in complexity with time. In playtesting the game, it was found convenient to make one game week equal to one real week and to set aside a period each week where the referee would be available for handicapping, sales and collection of weekly planning sheets. Special events such as duels, large-scale actions, etc. can be added as players and the referee become experienced.

Superhero '44 can be played on many levels. The handicapping scenarios can be enjoyed as short games in themselves. With the use of weekly planning sheets and patrol result calculation, Superhero '44 can be maintained as a campaign over a long period of time. It is also possible to use the combat system to play especially designed scenarios, commando raids, or simulations actually taken from comics or novels. In the ultimate form it can be successfully combined with other similar games and inject novelty into other campaigns.

Any questions concerning the rules will be cheerfully answered if a self-addressed envelope is sent to the publisher.

WORLD ALMANAC 2044: EXCERPT

Inguria (Shanter Island)

Population: 243,000 (2040 census)
Capital: Bloomberg (pop. 133,000)
Land Area: 523 square Km
Monetary Unit: NWC Pseudodollar

Physical Features: Mount Inguri (alt. 1200 m), last eruption August 2043
Major Industry: Tourism, space exploration, undersea metals, fishing
Membership: NWCN, WPC
Language: English

Shanter Island was discovered in 1824 by the English sea captain Edward Douglass. It remained a coaling station for the British Empire until 1902, when it was ceded to the United States of America in return for an assurance of neutrality in the Russo-Japanese War and ten million dollars. Its strategic proximity to the Philippine Islands made it the site of intense fighting during the Second World War. The island finally fell to the Japanese in the spring of 1941. By 1945 the occupational force was ousted and on July 4, 1946, independence was proclaimed in accordance with an act of the United States Congress.

It was the location of a major Korean-US air supply base during the first Korean War and then in the 1950's and 60's was a popular rest and recreation center for those engaged in the Indochinese Wars. It was during this time that the first major population increase occurred.

In 1974 Mount Inguri erupted and killed over 2,000 persons. Extensive damage caused the closing of Hull Naval Base until 1978.

In the 1980's Shanter Island was chosen as the site for the Pacific space shuttle service base. During the periods from 1982 to 1989, the construction of a modern spaceport from scratch turned the island into an urbanized center of commerce. Population stabilized at 100,000 with the opening of the Carpenter Space Center on July 16, 1989.

Shanter Island continued to house the space center until its close proximity to the Indian-Australian war zone forced curtailment of all non-military flights. Following cessation of hostilities in 2001, the spaceport operated on a commercial basis until the six-day war in 2003.

Because it was not missile targeted by any of the belligerents, Shanter Island escaped much of the destruction visited on many other Pacific population centers. During the Reconstruction period Shanter Island joined the World Peace Council as a charter member and served on the Security Council until 2011.

Throughout the twenties its population increased to the present levels and the Carpenter Space Center reopened. In 2029 Shanter Island renamed itself Inguria and joined the New Whole Commonwealth of Nations.

When signals from Formalhaut were received in 2023, it was Ingurian uniques who spearheaded the relocation of Formian refugees. An eruption of Mount Inguri was engineered in 2043 which resulted in the deaths of most of the island uniques.

The Ingurian constitution calls for the election of a president every six years and members of a 100-member Senate of Citizens, every two years. All citizens are enfranchised.

TECHNOLOGY

By 2044 many inventions or engineering ideas which are now only dreams are perfected and several completely new concepts and materials are available.

The major change is the accumulator, which is essentially a very efficient battery. Even a small unit can store immense amounts of power and allow its use at any rate desired. Sociologists agree that this, more than anything else revolutionized post-millenial civilization.

Other important changes include:

--organ transplants that are commonplace, both from live donors and tissue culture. These allow prompt medical attention to cure once-terminal injuries not involving brain damage;

--alloplastic replacements are also in extensive use, although too expensive to become commonplace;

--although lasers failed to replace conventional weapons, a variety of sizes and frequencies of lasers are available for communication, industry, and warfare;

--computers have become nearly sentient by using holographic memory storage, and are much more reliable. Access to computers is universal and cheap;

--aviation has expanded greatly in both the variety and number of vehicles available;

--materials science has been revolutionized by the concept of "radio whiskers," ultrapure alloys which allow the tailoring of metal properties much as plastics are now constructed.

Power generation, when not faced with the problem of transportation, is vastly simplified. Orbiting solar screens are one major source of energy, as well as geothermal and tidal systems. One source that is not used is atomic power. Following the six - day war, its use was outlawed, and this ban is rigorously enforced by the multinational Science Police.

The application of forced growing techniques and the creation of artificial environments makes it possible to feed Earth's reduced population with a considerable surplus.

Genetic manipulation is still not perfected for higher organisms, but prenatal screening of fatal or disabling birth defects is allowing a slow recovery from the ravages of the six-day war. The recognition and breeding of Uniques, individuals who have been favorably affected by the radiation, is sporadically practiced. It is predicted by ethnogeneticists that five percent of the population should be unique to a significant degree and that in ten generations 50 percent will be. The actual number of Uniques recognized is much lower than this, however.

When Formian and Terran science intermingle, several things can happen. Psychologists from both races give up in despair because of communication problems. Physicists agree to disagree when they discover their basic postulates are contradictory. Engineers just plug in components and watch what happens. Occasionally a unique synthesis

occurs. This is the case with the Trans Scan, an experimental matter transmitter which, if perfected, threatens to unbalance both civilizations.

PSYCHOLOGY AND ECONOMICS

Ingurians are generally tolerant of those with physical differences, but often tend to rank people in a hierarchy with some better people on top and genetic defects on the bottom. Since Uniques are clearly superior in many ways this is not as prejudicial as it sounds. Unfortunately, since Uniques often fall short of expectations, they are sometimes mistrusted.

The fact that no one is genetically undamaged and that the ratio of damaged people will go up has caused what one observer has called a "racial castration complex." This accounts for the decreasing population, the general decline in promiscuity, and the emphasis on individual physical endeavor.

World warfare has become something of a phobia and individuals will relinquish considerable amount of their otherwise closely guarded personal freedom to prevent its outbreak. No attempt is made by the members of the NWCN to reclaim land lost to the six-day war, although some other governments engage in this.

Religion is deemphasized for most Ingurians but still plays a part in many lives. Religious figures command respect even among the unreligious. The primary religions are Catholicism and Judaism.

The paranoid reaction against those countries not in the NWCN is of economic rather than nationalistic origin.

The economy of Inguria is maintained below an economy of abundance by both the New Republicans, who control prices, and the Science Police, who control new inventions. There is no welfare of social security system, but the government maintains a system where low-paying jobs are available to everyone regardless of ability. These in all cases will allow a minimum subsistence level income if a reasonable amount of time is spent. Cash rewards are available to those who help the government either by fighting crime or by aiding in time of disaster. Medical help is available through insurance handled directly by the hospital, or after injury by promising indenturement for a period of time.

All financial transactions are made in NWCN Pseudodollars, so called because they are not backed by any material standard, but stored in medallions or computers. A medallion is typically worn around the neck, where it resembles a pocketwatch. To make a purchase, the medallion is opened and placed on a computer check or another medallion where the cost of the item is deleted. The value of the medallion is displayed when the face is opened. A record of transactions is kept, but does not show time or source of deposit or withdrawal, only amount and sequence. This record is used for tax purposes, and is otherwise kept private. Record books showing time and place of transactions are often kept. Although there is one standard issue of medallion and all are identical in operation, they are usually customized & even bizarrely decorated.

Other mediums of exchange include industrial gems and metals, art objects, antiques (defined by law to be any item made before the six-day war), land, and charged accumulators.

The Outback Homestead Act allows a person to take possession of 100 square meters of outback if he agrees to develop the property. No more than five-100-meter blocks may be owned at any given time. Ownership may be kept confidential if desired.

POLITICS ON INGURIA

For the past 14 years, the President has been a New Republican, and that party has controlled the Senate of Citizens for nearly as long. The New Republicans supposedly make individual rights their primary platform plank, but in fact are accused of doing more to stifle freedom than any other party. Particularly under attack is their eugenics programs which require prenatal examination of all children. Also under fire are the inflationary spending programs, which include Mount Inguri power station, the Beltway, and the IPSP. Certain of their penological practices, especially the tendency to release criminals with sophisticated tracking equipment, are also unpopular. The Russels Act, which allows a person to buy or sell body organs or genetic material, is also a major issue. The New Republicans are very pro-Unique and fund the drive to replace those lost on Mount Inguri.

The major contender for power is the Citizen's Rights Party, which opposes Uniques and pushes for genetic standardization. It is interesting to note that although they violently oppose the Formians, the system they propose closely parallels the Formian's own. The CRP controls one-fourth of the Senate at any given time, and most of its power is gained not from its major plank, but its stand on economics and technology. The CRP favors extensive automation and an eventual "economy of abundance" where no one would need to work. The New Republicans believe everyone should work and control the economy toward this end.

The only other major party is the Popular Progressive Party, which has as its major plank an opposition to genetic control of any kind and an increase in population to pre-war days. It has only a handful of Senators but is endorsed by the Catholic church.

Inguria has three mayors who handle administration in the three population centers. These are civil service, not elected positions. There is a national police force and a disaster corps which handles fire, rescue, and ambulance work. In addition, individuals play a much more important role in keeping the peace than in 1977 society. The Formians have an Enclave which enjoys extranationality and with similar areas around the world comprises one state with a seat on the WPC. Most Formians have dual citizenship.

Inguria is a member of the New Whole Commonwealth of Nations along with England, Iceland, Southern South America, and East India. Members of the NWCN agree to defend fellow members and to trade exclusively among themselves. Any trade with other countries is illegal but smuggling is quite common.

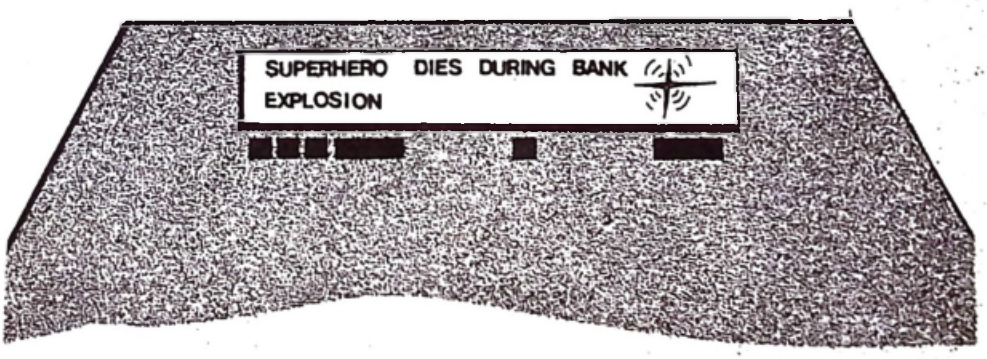
The World Council of Peace was set up after the six-day war to prevent another nuclear exchange. It controls space flights and administers Carpenter Space Center. Its Science Police can move freely and inspect and confiscate devices which might lead to world war.

Inguria is allowed to maintain Fort Douglass, which includes a submarine pen, patrol boat docks, and a landing field which services a wide variety of a wide variety of aircraft. There is a carefully monitored antimissile net and a laser defense system. Service in the armed forces is voluntary and lucrative.

Inguria is involved in an economic war with the West Indian-Arabic axis, and both sides have been known to use sabotage and assassination.

NEWSPAPERS

The reporting of news in the 21st century has undergone many changes in format, but still closely parallels modern journalism. To compete with rapidly growing competition from telecommunications, the newspapers became computeriz-



ed, and began to incorporate elements of more visual media. The modern newspaper is received over the home computer terminal, and is accompanied by a picture track. It is possible to receive news "predigested" on any subject, and thereby receive an update on a specific event or series of events.

There is one thing that has not changed, however--the newspaper is still used as a pointed political weapon. Each of the major parties has its own paper, which slants the news toward its owner's view. The most popular paper, the Inguria Republican, is staunchly behind the New Republican Party. It is pro-superhero and tends to give good press even to incompetent superheroes. It gives awards to successful crimefighters. The major rival of the Republican is the Populist, a mouthpiece for the Popular Progressive Party. It is violently anti-vigilante and anti-Unique, and often distorts news to embarrass or demean the superhero. It offers rewards for the secret identities of heroes. Other important papers include an all-visual paper for illiterates and the GAGA, a paper published for the Formian Enclave. Also of interest is the Grapevine, an underground paper which appears mysteriously on the computer net and is aimed at the criminal. It often publishes offers of rewards for information leading to the death or capture of a successful superhero, and also publishes technical information on how to fight superheroes.

The papers allow the referee to keep all the players up to date on crime and crimefighters in Inguria. By making a list of headlines and perhaps short excerpts from the various papers and distributing them as handicapping scenarios it is possible to maintain a unified game. Newsworthy items may include any suits against superheroes, any duels, deaths, or injuries of heroes. Awards may be given and contests held. The newspapers are also a good place to introduce villains and other nonplayers characters. Taking one event and slanting it for the various papers can be amusing and instructive.

The papers also contain want ads and personals which allow a superhero to communicate with, or arrange meetings with, other heroes, assistants, etc.; technical services or information may be offered for sale. Remember that since the papers are public, criminals, reporters, and superhero groupies may answer the ads.

FORMALHAUTIANS

In 2032 radio signals from Formalhaut II were detected by orbiting radio astronomers. The Formians were victims of a disasterous planetary climate change which was rapidly destroying their civilization.

Formians are humanoid, bipedal, and originated on a 1.4g, 95 degree F., high oxygen planet. They sport grey body hair which more than anything else resembles penguin feathers. Generally they do however possess near-perfect, photographic memories and a remarkable vocal mimic ability. This has resulted in what appears to be a homogenous peaceful, but unoriginal race of look-alikes. On the other hand, the long-lived Formians consider Terrans unpredictable, superficial, and very exotic.

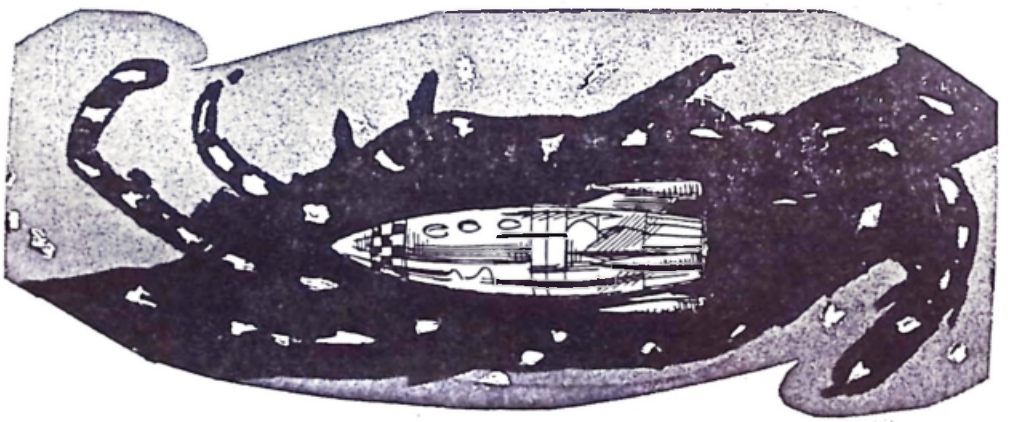
A team of uniques with the ability to instantly teleport began an evacuation program which lasted ten years and moved over four million Formians to Earth. The several thousand who remained behind are viewed by their race as mentally unbalanced. Unfortunately, contact with the productive industrial redoubts of the remaining Formians was cut off when the teleporting Uniques were killed by Ruby.

Formian eidetic memories and high endurance ensure them employment on Earth in a wide range of fields. Formian Uniques are unknown and perhaps impossible; they make rather dull toolmasters and Ubermensch.

Formians can live in most places on Earth but require protective clothing in all but tropical regions. Above 500 meters they must wear oxygen masks for strenuous activity.

Being carniverous, they do not practice war or murder among themselves, but they have been known to kill humans.

They cannot eat Terran foods and generally rely on grown tissue culture. They must take periodic allergy pills, which are costly and illegal for human citizens to possess. It is predicted they will become acclimatized to Terra as a race in several generations.



Formians are regarded as citizens in Inguria, although most prefer to live in the Formian Enclave for convenience to their biological necessities.

Other alien races are known, but contact with them is limited by the speed of light. The Formians claim, however, to have met before with races that possessed hyper-drive FTL ships, the secret of which they kept closely guarded.

The asteroid belt houses a self-sufficient Terran society which trades with the NWCN (the sole exception to the trade embargo).

PLACES TO SEE IN INGURIA, ISLAND PARADISE

Inguria is divided into three principalities: Bloomberg, featuring the administrative and commercial district; Martinstown, the industrial district; and the Nash City Resort. Towering above all is the volcanic peak of Mount Inguri.

Let us start our tour of Inguria at the international Airport. Here supersonic aircraft arrive hourly from all over the commonwealth. To the North is the Carpenter Space Center, the only base which has survived since the early age of space flight. You might stop and watch a shuttle launch toward the belt or beyond before attending a tour of the space museum and viewing the holographic planetarium.

From here it is but a ten minute RAMA trip to the Bloomberg central business district. As you speed South at 200 kilometers per hour, you pass the municipal shopping mall where it is rumored that anything can be bought or sold. Once in the city you may elect to stay in a wide range of hotels, dormitories, or apartments. The opulent Shanter House overlooks the freighter moorings and rustic fishing piers, while the state-run dorm provides low cost lodging for the economy-minded. Both are located conveniently to the hospital, the police station, and Saint Joan's Cathedral which is considered by many to be the most beautiful church in the world. From here you can shop in a wide variety of specialty shops or enjoy the most exotic cuisine. But a visit to Bloomberg does not appeal just to the epicure. The individual concerned with his mind can visit a wide range of museums and educational establishments including a Museum of Natural History, a historical museum, the Museum of Science, the Aquarium, and an art museum with one of the world's largest collections of prewar art. Also appealing to all is the eerie Alien Cultural Museum and exotic Formian zoo. Inguria University houses some of the greatest minds of all time and the Pointer Library of noncomputerized books. The Theater of Marvels with its stored-RNA Library deserves a day of its own. You may also want to visit the giant convention center or the Fenton Building which is a two-hundred-story city within a city. In the government area you can ride the RAMP through tailored parks and sit in on a session of the Senate of Citizens, or tour the Presidential palace. A Police Central visit will show you how a modern law enforcement agency maintains order.

Later you can take the RAMA Beltway North to Nash City and see Amusement World, where you can visit a stunning array of environments from past, present and future; realistic reenactments and authentic adaptations from fiction. A visit to the zoo will show many rare animal species; then you may want to relax on sunny Hatton Beach or stroll along the boardwalk.

But Inguria has a side seldom seen by the tourist. Martinstown is a booming industrial part whose automated factories produce goods for domestic use and export. Manganese nodules are constantly shipped in by dredge and a computer guided conveyer moves commodities from recycler to zeppelin field to warehouse. Also of interest is the simulated environment of the agricultural areas whose domes feed Inguria as well as the mainland.

Before you leave, you owe it to yourself to rent a flyer and see the natural beauty the island has to offer. From the waveswept Kline Cliffs to the tumbled Ruby Lava Field, Inguria has wonders unrivaled elsewhere. You might overfly the giant power plant convection wands, but be careful not to buzz the penitentiary or Douglass Field.

Yes, Inguria truly offers a world of experiences.

THE STREETS OF INGURIA

The major difference between Ingurian and modern streets is the RAM (Rapid Automatic Mover) system. Every street in Bloombers has a RAMP--RAM People. This consists of a ramptrack running down each side of the pavement between the sidewalk and the auto roadway. On these travel four-person cars with a low center of gravity and an enclosed cupola. Spaced on the sidewalk are depressions that contain ramp-pads. In these rest the cars with the door flush with the pavement. The user enters, presses his destination of a map of the system, and is automatically whisked there at an average speed of 30 kilometers per hour. Ramps are computer operated and so safe as to become annoying at times. They may be used by anyone with a mentality of ten or over.

The RAMA--RAM Auto--will take any standard sized auto on a ramp trolley. They are considerably faster than the ramp (up to 200 kph on the straightway).

Map of Inguria

one hex = ½ kilometer

1 power plant convection wand
2 power plant
3 Douglass Defense Field
4 Ruby Lava Flow Park
5 Freedom League Memorial
6 Inguria Peak, radio tower
7 Klein Sea Cliffs
8 manganese mining operations 50 km
9 Inguria Penitentiary
10 nodule docks
11 automated factories
12 airship docks
13 water works
14 Droste reservoir
15 terraced agricultural domes
16 warehouses
17 light industries
18 shopping mall
19 Meady Swamp
20 Carpenter Space Center
21 Space Museum and Planetarium
22 Inguria International Airport
23 stadium
24 zoo and amusement land
25 sea side hotels
26 Hatton Beach
27 boardwalk
28 private estates
29 suburbs
30 Formian Enclave
31 Hendrix Island
32 commercial piers
33 public marina
34 fishing sector

LAVA FLOW

TROPICAL CANOPY JUNGLE

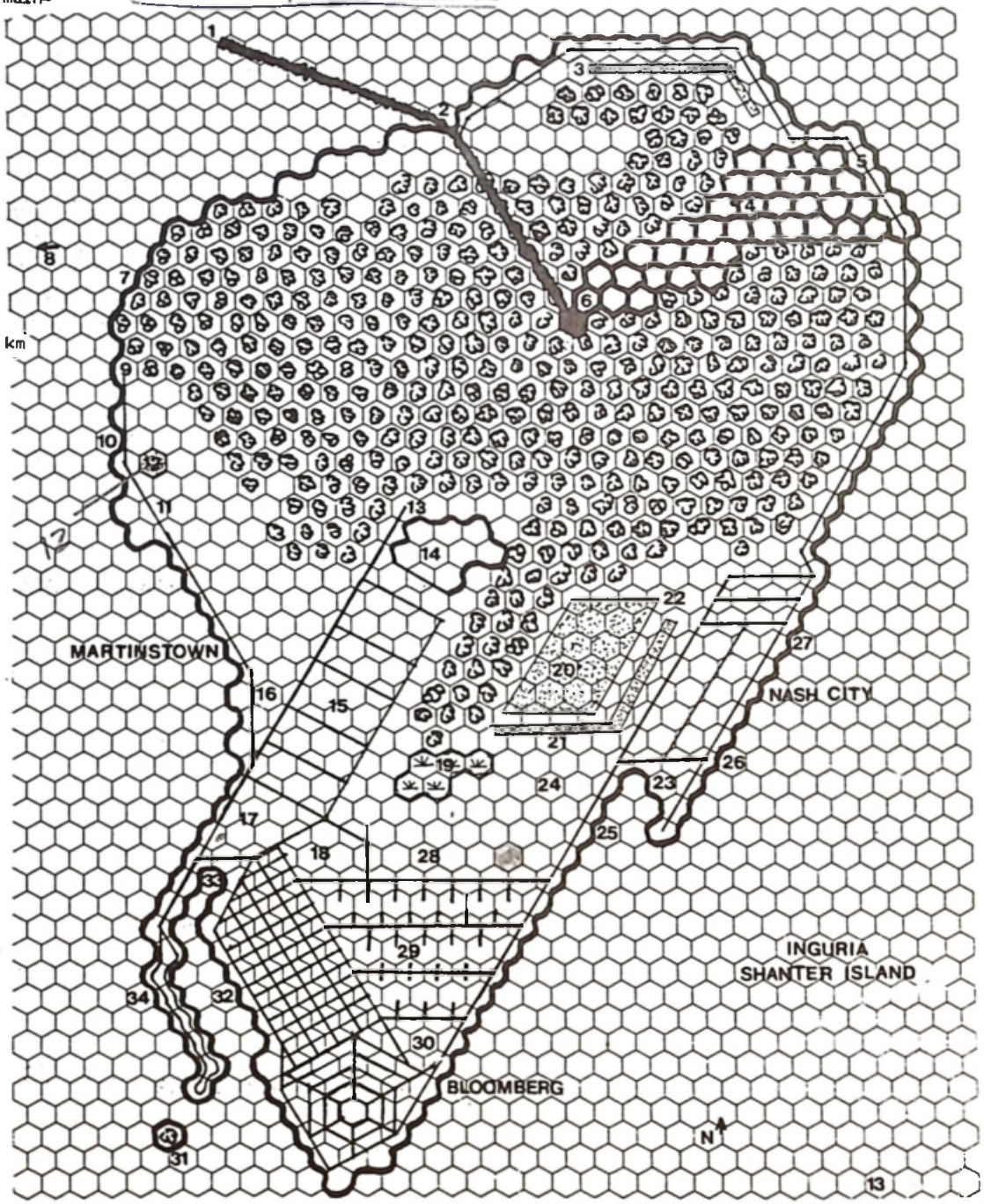
AIRSTRIP

ROADWAY

SWAMP

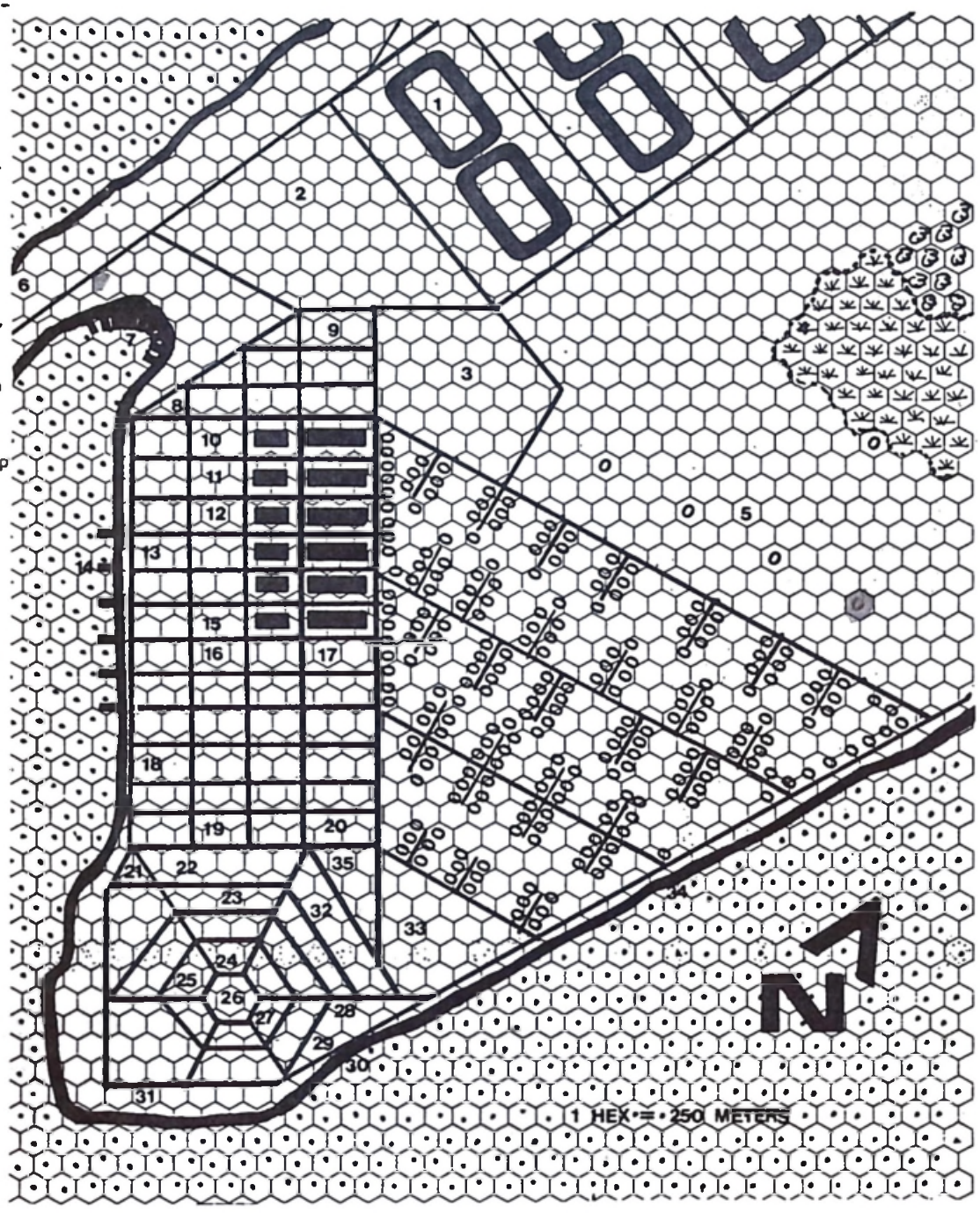
VOLCANIC CONE

POWER CONVECTION WAND



The City of Bloomberg

1 Controlled environment agricultural area
2 Light industry, private labs
3 Bloomberg Plaza, 300 unit enclosed shopping mall
4 Meady swamp
5 Private estates and mansions
6 Fishing sector
7 Public marina and customs station
8 Shanter house, Hunter Club
9 Hospital
10 Saint Joan's Cathedral
11 Public dorm
12 Police station
13 Public park
14 Commercial piers, customs station
15 Public park
16 Natural history and art museum
17 Police station
18 Convention center
19 Hospital
20 Fenton Building, Superhero Shop
21 Uniquex
22 Inguria University
23 Police Central
24 Historical Museum
25 Presidential Palace
26 Center Park
27 Senate of Citizens
28 Museum of Science
29 Theater of Marvels
30 Floating aquarium and underwater research institute
31 Battery Park (extends along government area coast)
Embassy Row
Formian Enclave
Hatton Beach
5 Alien Zoo and Cultural Museum



Streets in Bloomberg are grouped according to area. In the Central City east-west roadways are called streets and are numbered from south to north. North-south roadways are called avenues and are numbered from west to east.

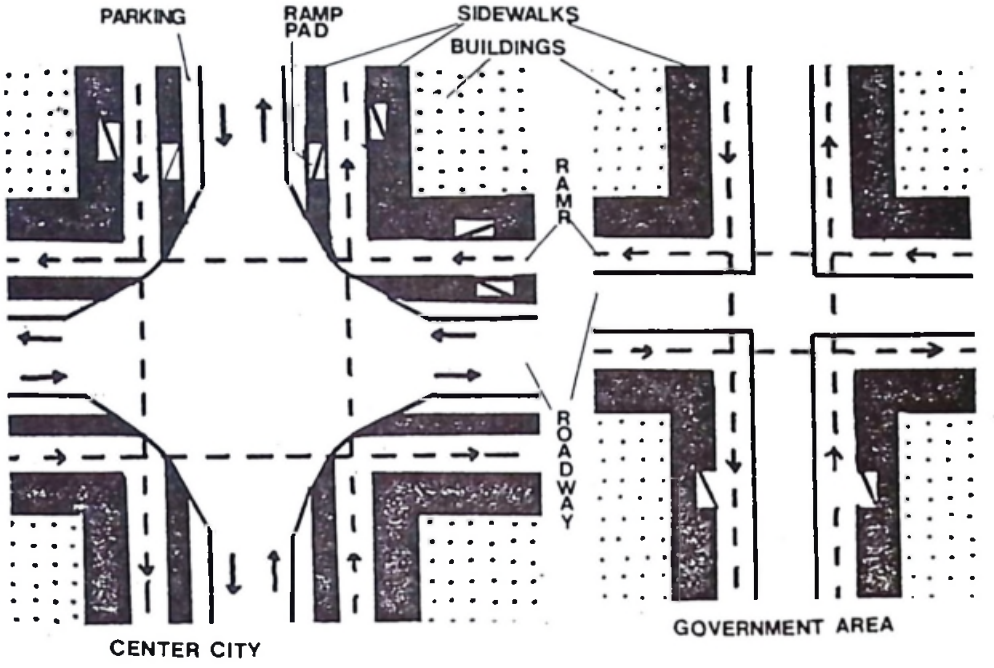
In the government area the ramps are designated Rho, Alpha, Beta, Delta, Gamma, and Phi Ramps, moving clockwise from fourth avenue. Moving outward from Center Park they are designated Center Ring, President Ring, Memorial Ring, University Ring, and Formia Ring. The northwest cross ramp is called Wilson Place.

In the suburbs the trunks are named after heroes of the twentieth century and designated places. The cul de sacs are named after location on the radioactive mainland and are designated boulevards.

The government area does not allow private vehicles, and the suburbs do not have ramps. The resort has some ramps.

The Central City is well lit at night. The government area is lit intermittently. The industrial and suburban areas have no regular lighting system. The resort area is so well lit that there is little difference between day and night.

The combination of the RAM system and its accessories is popularly called the Beltway.



INSTITUTIONS OF SPECIAL INTEREST TO THE SUPERHERO

KIA, Köln Institute Alumni -- a service organization which monitors graduates of the Köln Institute, a training school dedicated to the development of the perfect human. Its services include free dorm space, half-cost insurance, no-interest loans, and free training. Research equipment is available.

Members must have graduated from the Köln Institute or its recognized subsidiary and agree to follow a code of ethics which calls for cooperation with the government in power. (whatever it is), religious tolerance, a pledge to help fellow graduates in any way possible, and a promise to donate one-tenth of all income to the Institute. Offices are at Third Avenue and Ninth Street. Dorms occupy the apartment complex between Fifth and Third, north of Sixth Street.

ATA, Association of Technical Arts--basically, a scholarly organization dedicated to the dissemination of new inventions so that they may do the most good. They are closely watched by the Science Police. They have free computer and testing services for anyone they consider deserves them. All data so uncovered becomes common property of the Association. The ATA will also hire out its facilities to anyone able to pay their exhorbitant rates. Main office at Wilson and First Street.

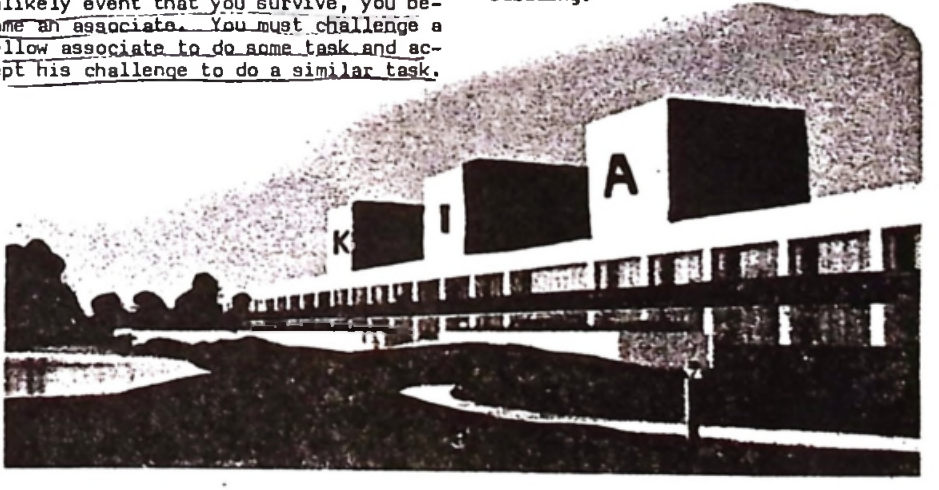
The Hunter Club -- a by-invitation-only fraternity which provides wide services to its elite members. These include an allowance, computer use, hospitalization, liability, referral and a research center.

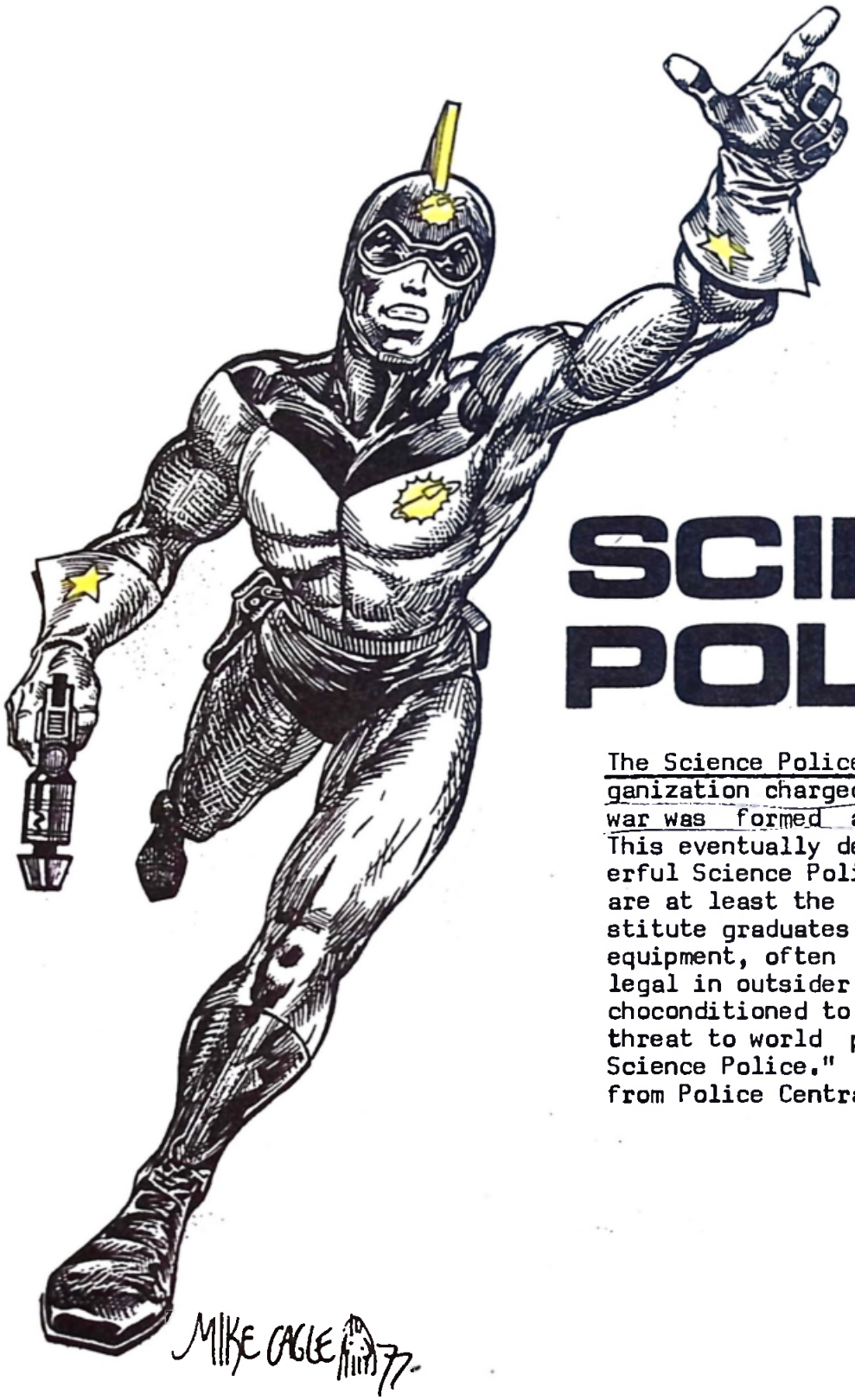
There are five levels in the club: 1 President, who is unknown to the outside world, 4 chairpersons, 9 members, 16 associates, and a variable number of pretenders who hope to become associates. Although several hundred pretenders die or resign for every 1 accepted, the nearly limitless benefits of the Club insure a constant flow of applicants.

To join, first you must prove you deserve consideration and convince a member to nominate you to pretendership. When nominated, you must fulfill 4 tasks assigned by the chairpersons. In the unlikely event that you survive, you become an associate. You must challenge a fellow associate to do some task and accept his challenge to do a similar task. The first to complete the assignment becomes a member; the loser remains an associate. The selection of chairpersons and the president is by an unknown process. The Hunter Club occupies the penthouse of the Shanter House.

Nomination scenarios can range over the entire planet. They can involve supervillains, aliens, or even other heroes. One such scenario was the mapping of an alien spaceship which was due to explode in 30 minutes. Another involved fighting an escaped creature with unknown abilities. Testing of strange and dangerous devices is also interesting.

Uniquex--pronounced "Uni-Q," this organization conducts training, categorizing, and recognition of Uniques and Unique powers. It will buy Unique germ plasma of proven merit. See them in the Fenton Building.





SCIENCE POLICE

The Science Police--a multinational organization charged with preventing world war was formed after the six-day war. This eventually developed into the powerful Science Police. Its operatives are at least the equivalent of Köln Institute graduates and receive the latest equipment, often including devices illegal in outsider hands. They are psychoconditioned to remain loyal. "Any threat to world peace is a job for the Science Police." Main office is across from Police Central.

The Superhero Shop--the last surviving member of the Freedom League, Mr. Banta, alias the Shifter, runs the Superhero Shop. His power was the ability to alter his body form and assume the shape and appearance of any reasonably sized object. Most of his body was carbonized at the Freedom League's last stand, but his brain was maintained in a powerful cyborg shell. He can leave this shell and assume the shape of any object not must bigger than a breadbox.

Because of an explorer's will, he inherited all of the defunct League's equipment. He is selling it off, although he is unaware of the true values or uses of the items. Also on sale is a wide range of crimefighting equipment. The Shop is located in the Fenton Building.

The Shop contains anything the referee wants introduced into the game. A set of grab bags costing 1000 Pd times a certain die roll may be offered. These contain about one-half junk and a few traps. They are an excellent way to soak up any extra money the players might acquire. Possible items include Proton Energy Pills, compasses that point to caves and hideouts, flight rings, dangerous animals in suspended animation, or ordinary paintbrushes. Care must be taken not to unbalance the game with powerful items. It is also unfair to kill a hero outright, with no change of surviving a trap. Flipping through old comics should give you plenty of ideas. The shop is also a way to introduce clues.

"MAY I HELP YOU?"

Veronica Nuz
"Novarre"

IPSP, The Inguria Protection and Service Program--following the destruction of the Freedom League, the government found it necessary to encourage crime fighters to emigrate to Inguria. To qualify, the hero must patrol at least 25 hours a month and maintain a combined locate and prevent score of 8. The hero must register with the Bureau of the Interior which is located at Memorial and Rho.

Members who qualify receive free hospitalization and a 200 Pd monthly stipend. Benefits may be curtailed if the hero consistently fails to cooperate with the authorities.

The Freedom League--this was once a powerful organization of superheroes and crimefighters which operated from Inguria. Members included policemen, scientists, several kinds of Uniques, and even what appeared to be true magicians. Their headquarters was on Hendrix Island but has been destroyed. See the notation on the Superhero Shop for the location of much of their equipment. Occasionally additional equipment is located.

The Freedom League was destroyed in 2042 by Doctor Ruby, a reclusive geologist of fantastic ability and criminal tendency. He is known to have altered all existing computer net references to his early life. The height of his criminal career came when several of his plots were defeated by Freedom League members. He vowed to get revenge on all superheroes and stole a nuclear bomb from the Science Police. He threatened to detonate it unless the entire Freedom League met him in an open duel to the death. When it became clear he was about to be captured, he caused an eruption of Mount Inguri to incinerate himself and the League. The few members who survived have since quit crimefighting or died. Rumors concerning the survival of Doctor Ruby are probably false. How can someone live through a volcanic eruption?

UNIQUE

CHARACTER DESIGN

Each player controls one or more characters of his own design. The player must create a background for the character and determine prime requisites which represent the attributes of his hero in seven areas.

VIGOR--health, long-term injuries or lack of injuries, susceptibility to disease, and physical handicaps.

STAMINA--offensive and defensive hand-to-hand fighting ability, as well as the ability to run fast, hold one's breath, etc.

ENDURANCE--Ability to withstand physical punishment, torture, resistance to possons, physical depriviation, and pain.

MENTALITY--memory, learning, research ability, and learning speed as well as the ability to recognize unfamiliar devices or situations.

CHARISMA--the ability to get people to do what you want of them, including appearance, personality, leadership ability, etc. It affects the recruitment of assistants and friends, the chance of obtaining employment, and the ability to force enemies to surrender.

EGO--ability to withstand mental and psychological attacks.

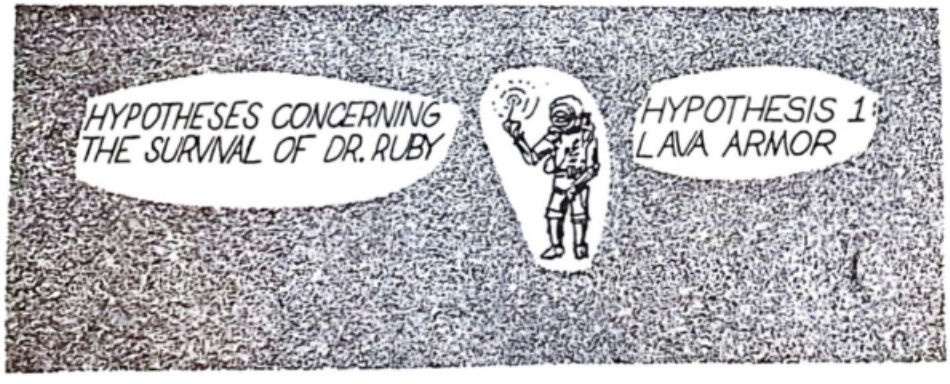
DEXTERITY--speed, reaction time, stealthiness, manual desterity, balance, equilibrium, and ability to perform simultaneous actions.

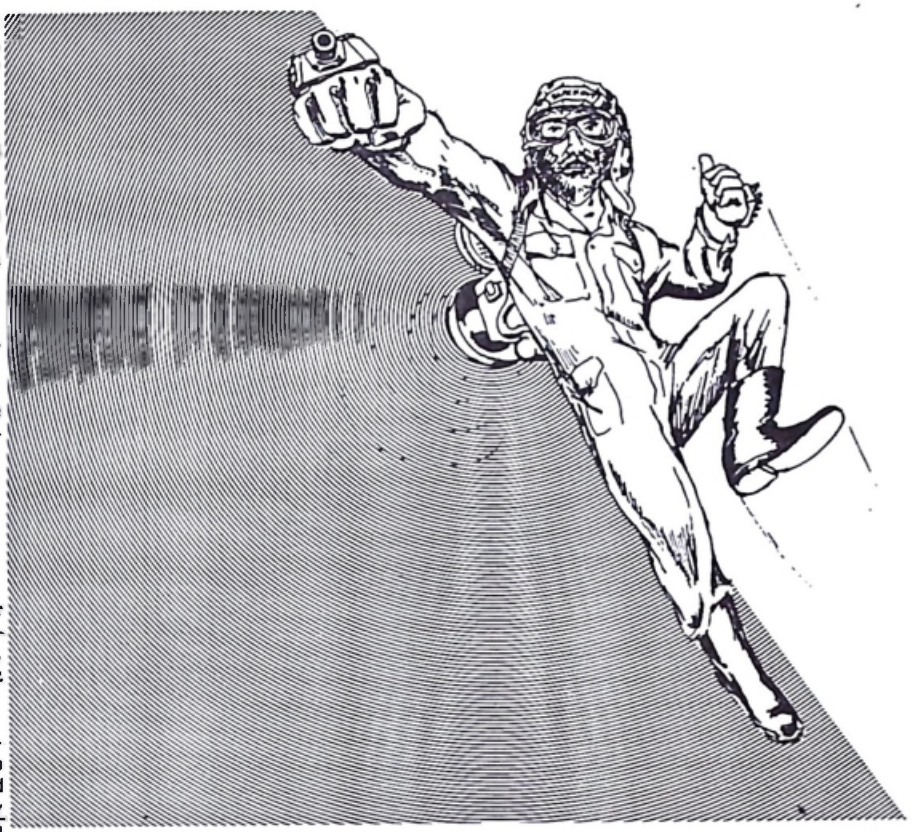
All characters must belong to one of the following three groups:

UNIQUES--these are true supermen possessing powers and abilities far beyond those of mortal men. These powers may be genetically determined, due to unfortunate accidents, or the result of the interaction between exotic and normal environmental influences. The archetypal is Superman (National Periodical Publications).

TOOLMASTER--these men and women are self proclaimed technological experts. They usually specialize in one specific field of endeavor. Armed with various kinds of super-weapons, they aid humanity, either personally or by lending their devices to assistants. This toolmaster-assistant teaming is very common. Because of a constant need for funds to create bigger and better inventions, toolmasters are the most likely group to become criminals. An excellent example of a heroic toolmaster is Iron Man (Marvel Comics Group).

UBERMENSCH--these specialize in one or more fields and are trained to the utmost in those fields. Often they are graduates of the Köln Institute or an equivalent school. Their training includes general survival techniques and an ethical code. Ubermensch seldom become criminals, although they commonly consider themselves above the law. A classic Ubermensch is Lord Greystroke, Tarzan of the Apes (Edgar Rice Burroughs Incorporated).





TOOLMASTER

Once a hero has created a background and selected a character type, he assigns prime requisite (PR) points. Points are gained in three ways:
1) basic points in the seven areas
2) points for character type
3) bonus points for special training and skills.

A player receives an allotment of 140 points,which he may divide among the requisite areas as he desires. There must be at least one point in every area.

After the initial points are divided, bonuses and penalties are added for character type.

UBERMENSCH -20 mentality, +20 endurance +20 vigor, +20 stamina, and +20 dexterity.

TOOLMASTERS +20 mentality, -10 vigor, -10 stamina, -10 endurance.

UNIQUES +20 charisma.

The total points in all areas after character additions may exceed the original allotment of 140 points. However, there must still be at least one point in each area.

A look at the "Effects of Prime Requisite Scores" will show that low scores in several areas, notably Endurance and Vigor, are dibilitating. It is strongly advised that players reconsider scores less than 10 in any area. The cut-off points in Dexterity, Charisma, and Mentality should be taken into account.

Lastly, and at the discretion of the referee, up to 50 bonus points may be added to represent a specific ability or skill. These points always apply only to that specific area. For example, a character might receive 50 bonus vigor points against damage from bullet wounds but not against other kinds of damage. Similarly, extra points might be added to dexterity with handguns, or swords. The powers of Uniques are represented in this manner, such as a mental attack of 50 points, or a transformation attack with a 50-point base value. Some powers do not adapt well to this system, and alternate ways of representing abilities are certainly allowed if they can be quantified in some manner and do not unbalance the game. Plus and minus additions on attacks may be given. Characters who accept weaknesses or disabilities (Kryptonite, for instance) should be rewarded with extra power.

One the points are allotted by the player they may not be rearranged. As time goes on, however, more points may be awarded by the referee for exceptional performance. The referee should set standards for this, such as an improvement for every 25 crimes stopped or criminals captured. The player should not know what is required to gain these points. Points may also be gained by training or through the use of some technical device.

The most important thing to remember in designing a character is limiting his powers. To maintain a viable campaign it must always be possible for a player to lose, even if he "does everything right". It is perfectly possible to create unbeatable characters, but it is not very interesting. On the other hand a character with a less-than-even chance of success is not usually worth playing.

As you no doubt imagine, it is possible to play "real" comic-book or pulp-novel characters. Powers for published superheroes are not included for copyright reasons, but there is nothing to stop a player from quantizing his favorite hero for his own use. It should, however, be noted that, for dramatic reasons, comic-book superheroes seldom use their powers to full advantage, and "forget" powers that could get them out of a jam. Also, many of the most popular superheroes have so many powers, accumulated over the years, that it is difficult to see how they could lose unless played against equally super-powered villains.

The following are three Superheroes who have been designed and successfully used by players. They are presented here not to be used, but rather to illustrate the principles of character design.

APOLLYON the destroyer (male human Ubermensch)

VIGOR	0+20=20
STAMINA	10+20=30
ENDURANCE	10+20=30
MENTALITY	50-20=30
CHARISMA	41
EGO	15
DEXTERITY	14+20=34

Note that, of Apollyon's original 140 points, none were allotted to vigor and 50 to mentality. After bonuses and penalties, he ended with a more reasonable 20 vigor and a high (for an Ubermensch) mentality of 30.

Apollyon left the Köln Institute rather than pledge its code of ethics. His answer to crime is to kill criminals, although he sometimes delivers them bound and gagged to the police for "public humiliation". This ensures that he will get a large "PREVENT" handicap score as soon as he becomes well know.

Apollyon is a master of disguise and of computers. (His 50 point bonuses are gained in these areas). His favorite disguise is that of some master criminal he has recently thrown into the power screens. (This MO raises his LOCATE handicap somewhat and helps to balance out his high PREVENT score).

He sports 2 handbuns, a shotgun, and a submachinegun. He carries only one of the shoulder weapons at any time. He gets a -1 when firing the shotgun. His favorite ammunition is the dum-dum, but he has explosive and mercy rounds on hand for use when the situation warrants.

Because he does not start the game with very much equipment, his beginning funds total 3000 Pd.

the AVENGING KNIGHT (male human toolmaster)

VIGOR	20-10=10
STAMINA	20-10=10
ENDURANCE	25-10=15
MENTALITY	40+20=60
CHARISMA	15
EGO	10
DEXTERITY	10

Note that all the prime requisites have been reduced to the barest minimum to raise mentality. The Knight may only move or attack once per turn, and can only make one action at a time due to

low endurance and dexterity. Because of low vigor he has other handicaps.

The Avenging Knight is in reality Edmund Johannsen West. Although known as a renaissance genius in many fields, he is physically a small man. In fact, his five-foot grame has given him a severe inferiority complex. When his studies into nuclear physics caused him to be arrested by the Science Police, he escaped and moved to Inguria to start a career as a crime fighter. He built a special set of powered armor which magnifies his puny stamina twenty times (albeit with a considerable loss of dexterity) and has an intrinsic vigor of 100 which must be reduced to zero before he takes any personal damage. The suit is eight feet tall and resembles a sixteenth century suit of armor. It is this unnecessary size that reduces his effectiveness as a crimefighter, for he always tips off criminals that he is on the way. When he manages to close, he is invariably successful. He tends to miss underlings and lookouts, however.

West has developed a weapon that disrupts matter and can be set to stun or completely disintegrate. It almost always works, so he is sued only about once a week.

His primary method of patrolling is to soar over the central city in his power armor until he is alerted of a crime on his police scanner. He then swoops down and lays waste to the crooks (and occasionally a few bystanders).

Unlike most heroes, West arrived on Inguria on his own initiative after skipping out on the mainland Science Police, so he starts out with no funds. He can usually invent something of value if he gains access to a laboratory, so he is probably not in serious danger of running out of money if he keeps his debts down and gets insurance.

the CHARMER (female unique--background unknown)

VIGOR	15
STAMINA	5
ENDURANCE	20
MENTALITY	30
CHARISMA	30+20=50
EGO	30
DEXTERITY	10

The CHARMER moved to Inguria from the mainland to search for information about her past and decided to stay and fight crime as she continued to follow up clues to her history. Sophie, a happy teenager, had her life shattered when her parents were killed by a mysterious visitor to their backwoods village. The villagers took up a collection to help her buy a ticket to Inguria and travel to the Formian Enclave after she leadned her mother had been corresponding with the Formians. Despite her high charisma the Formians would not reveal the nature of the letters. She has since traced her ancestry back to the hills of Kentucky, where her great-grandparents were known as witch-people. Sophie had always been able to get people to do what she wanted, and when she went to Uniquex in answer to an advertisement she learned of her unique power.

EFFECTS OF PRIME REQUISITE SCORES

ENDURANCE

20+	no penalty
15-19	fatigued, may only move or attack once per turn
10-14	stunned, may only move once per turn, may not attack
5-9	staggered, may not move or attack .
1-4	unconscious, may be revived on a roll of 5 or 6 (6-sided die)
0	comatose, requires medical help to revive
minus	requires immediate medical aid to prevent brain damage

VIGOR

11+	no penalty
5-10	incapacitated, unable to operate under ordinary conditions
1-4	barely conscious, unable to move

DEXTERITY

30+	can perform several actions at once
16-29	can perform two actions at once
6-15	can perform one action at a time
1-5	cannot perform even one action without penalty

CHARISMA

Ability to cause a person to act	Percentage Chance for Charisma of: 1-5	6-10	11-20	21-30	31-40	41+
cooperatively	5	10	20	50	80	95
against better judgment	0	5	10	20	50	80
against will	0	0	0	10	50	75

MENTALITY

Ability to:	Multiplier for Mentality of: 1-5	6-15	16-20	21-30	31-40	41-49	50+
learn familiar subject	5	3	2	1	1	.5	.5
learn unfamiliar subject	3	2	1	1	.5	.2	.1
invent device/do research	20	10	5	2	1	1	.5

This figure gives the amount of time it takes to learn or invent something. For instance, a person with a mentality of 1 may take 6 hours, a person with a mentality of 5, 2 hours, and a mentality of 50, 12 minutes.

Charmer uses her fifty charisma points as a mental attack and can force humans only to follow her vocal commands. Obedience is always literial and immediate. She uses this power to get money to hire investigators. She has a job with the Department of Extraterrestrial Relations as Secretary to the Minister (she used her powers to get this position). She started the game with 1000 Pd, and patrols with a carbine loaded with mercy bullets and several hand grenades.

FILLING OUT THE WEEKLY PLANNING SHEET

Each week each character must submit a planning sheet to the referee. This sheet should tell the status of a hero at the beginning of the week. The referee uses this information to calculate how many and what kind of crimes are encountered during the week. He determines the result of each encounter, totals the rewards and bonuses, and notes any lawsuits, injuries, or captures before returning the sheet to the player.

The sheet is divided into the following sections:

HANDICAP SCORES: the numbers which are used to determine the nature and result of the week's patrol. The latest set of scores is listed.

PRIME REQUISITE SCORES: included bonuses or penalties due to character type, but not including individual bonuses.

CHARACTER NAME: including any aliases and secret activities.

INDIVIDUAL BONUSES: the circumstances in which a hero gets additional prime requisite points representing their personal power and training.

MEMBERSHIP: insurance held, clubs, place of employment.

NOTABLE POSSESSIONS: any items of value the hero has, including services he receives.

SUPERHERO

HANDICAP	CREDITS	CHARACTER NAME
PREVENTION	SALARY	
LOCATION	REWARDS	
STOPPING	ALLOWANCE	CHARACTER TYPE
CAPTURE	SALES	
CONVICTION	Pd ON HAND	
LEADS	TOTAL	AGE/SEX
DAMAGE		
INJURY	EXPENSES	
PRIME REC SCORES	FOOD	MEMBERSHIP
VIGOR	LITIGATION	
STAMINA	ROOM	
ENDURANCE	OTHER	
MENTALITY		
CHARISMA		NOTABLE POSSESSIONS
EGO		
DEXTERITY	(expendables)	
INDIVIDUAL BONUSES		
	TOTAL EXPENSES	PATROL RESULTS (referee)
	FINAL TOTAL	

WEEK OF	MN	TU	WD	TH	FR	SA	SN
8am 2pm morning							
2pm 8pm afternoon							
8pm 2am evening							
2am 8am night							

TOTAL HOURS:
ON PATROL =
AT REST =
AT SCHOOL =
AT PRACTICE =
AT RESEARCH =
OTHER =
=
=
=
=
=
TOTAL = 28 HOURS

LIMITATIONS: 10 rest blocks per week
no more than 4 blocks between each rest block
no more than 3 rest blocks in a row

CONTINUE ON ADDITIONAL PAPER IF NECESSARY / SPECIFY EXACT EXPENDITURES

FINANCES: this includes the total Pseudodollars on hand, expected salaries, allowances and sales, minus expected expenses including any fines from prior weeks. The actual total may be altered by the referee according to the fortunes of the week.

ACTIVITY BOARD: this tells how the heros time will be spend for the next week. Each day is divided into four six-hour blocks. These blocks cannot be subdivided. Time and place for everything the hero does is indicated here: patrol, work, research, training, litigation, school, or any other activity. There must be ten rest blocks a week, with no more than three such blocks in a row or more than four non-rest blocks in a row. Rest blocks represent not only sleep, but minor recreation, eating, and shopping for basic needs. In case of injury and hospitalization, or capture,the referee may alter the activity board as he sees fit.

PATROL RESULTS: this space is used by the referee to list the crimes encountered and their outcomes.

A sample of a weekly planning sheet is included. Photocopies of this sheet can be made for as little as 2¢ each if several hundred are made at one time. A small initial charge to players can pay for this and similar expenses.

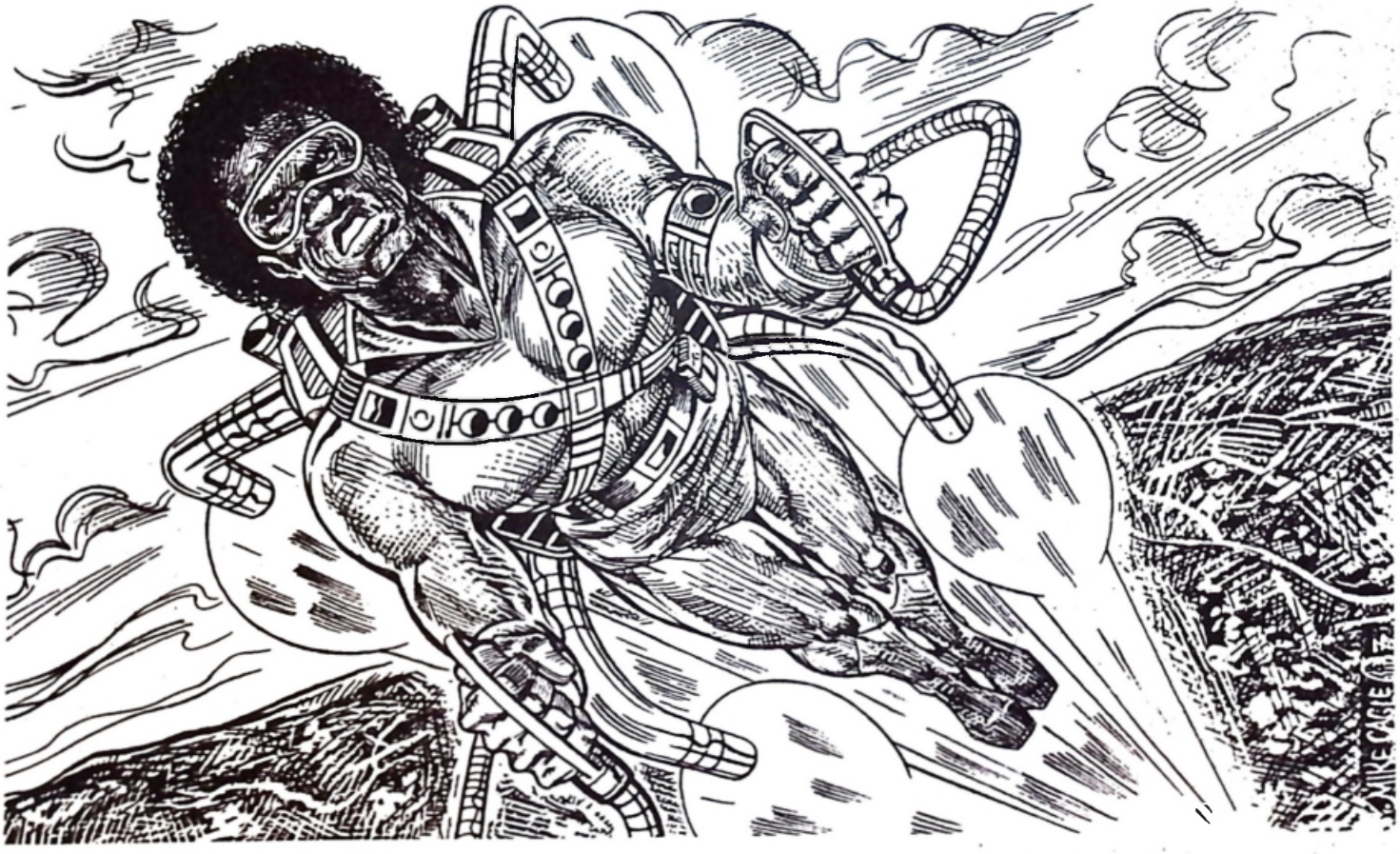
Planning sheets provide a permanent record of a hero's progress, and while not absolutely essential are strongly recommended.

COMBAT SEQUENCE

In each turn of combat there is one round for each player or group.

On his round, a player can either move twice, attack twice, or move and attack once. He may not attack and then move. Attacks are made in one of the four ways described under KINDS OF COMBAT. Damage is not subtracted from any player's toal until all players have completed their rounds. The turn sequence repeats until all players surrender, disengage, or are unable to continue.

Movement is simultaneous, so in most cases each player will get at least one phase of action before he can be injured. Where necessary, assume that the player with the higher dexterity begins the attack first.



When a player or group surprises another player or group, it has a free round of attack while the defender reacts. This will alert all defenders and allow a second turn counterattack unless the attack is silent and immediately incapacitating.

Certain special powers may alter the sequence of combat. For instance, superspeed will allow multiple attacks in one round. Some peojectile weapons are capable of more than one shot per round. A player with high dexterity may be able to attack in more than one manner in a single round. Some kinds of attack require more than one turn to take effect.

Assume a turn is ten seconds. Ground scale is one inch equals two meters. For some actions this may be expanded to one turn = thirty seconds and one hex = one-half kilometer.

In multiple-player situations, any fire into a group has a chance of injuring friendly characters in that group. Roll to see if a hit is scored on the intended target. If not, roll with an additional +1 modifier for every possible player, selecting at random, until a hit occurs or all possible targets have been missed.

In situations where it matters, roll dice to see which side will move first, but remember that all action is simultaneous.

INJURIES

Modern antishock drugs, organ and limb transplants, and microsurgery allow injuries that previously would have proven fatal to be successfully treated. Only massive head wounds involving actual destruction of brain tissue are considered terminal if quick treatment is not available. This is the case in all urban environments--anywhere except the outback or at sea.

A portable first aid kit contains: a painkiller, which adds 20 endurance points per dose to a maximum of 2 doses; a relaxant, which will revive persons not in deep coma five times out of six; and a stasis drug, which greatly slows down the metabolism, producing suspended animation until medical help arrives. Effectiveness depends on the number and nature of wounds, but it is usually effective for one to four hours. Additional doses may be injected, but for each reinjection there is a 50% noncumulative chance of irreperable braindeath. Other medket items depend on the referee.

Endurance points are regained at one per turn of rest (six per minute). Vigor points require medical treatment to return. For minor wounds up to 5 points, one point returns every 6 hours with light first aid. For any wound, 2 vigor points are regained immediately with intensive field care to the area injured (only). Above this, points can only be regained by hospitalization: two points for six hours in the hospital.

KINDS OF COMBAT

There are four ways to attack:

DIRECT PHYSICAL ATTACK--includes striking, pummelling, strangling, etc. Attack and defense factors are stamina modified by the stamina modification tables. The defense score is subtracted from the attack score and the resulting number must be matched or bettered by the attacking player for the effect to occur. The magnitude of the effect depends on which form of attack is used. Endurance and vigor points are removed from the defending player's score if the attack succeeds.

TRANSFORMATION--this is an attempt to change the defender into some different object through magic, supertechnology, or some unique power. Transformation may be to stone, ice, an animal, or may mean "phasing out". It may also include making heavier, lighter, etc. To cause the effect to occur, the attacker rolls a six-sided die, modifies the number rolled according to the transformation modification table, and rolls another six-sided die attempting to match or better the modified number.

MENTAL ATTACK--includes mind control, certain kinds of invisibility, mind reading, etc. It follows the same procedure as physical attack, except that egos are compared rather than staminas. Once a successful illusion is cast, it usually is not necessary to roll again unless conditions change.

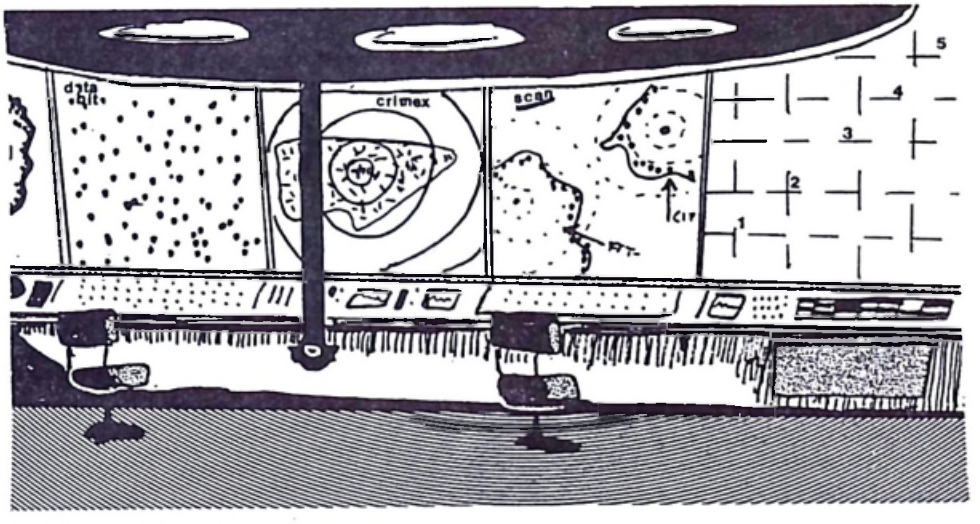
PROJECTILE ATTACK--includes energy bolts and rays, force beams, gases, as well as bullets and grenades. To hit the target use the transformation attack procedure. When a hit occurs, its location on the body is found and endurance and vigor points are removed.

UNIVERSAL COMBAT MATRIX for mental and physical attacks

Attacker superiority in modified ego or stamina points

40+	35-31	30-26	25-21	20-16	15-11	10-6	5-1	0	1-5	6-10	11-15	16-20	21-25	26-30	31-
auto	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

score which must be matched or bettered on 3 six-sided dice to cause effect



HYPOTHESIS 2:
HE REALLY IS DEAD

DIRECT PHYSICAL ATTACKS

class	weapons	endurance loss	vigor loss
1	fists (untrained)	5	-
2	clubs, blackjacks, weapon butts, nightsticks, etc.	10	5
3	hands (trained martial artist)	5, 10, or 20 at the attacker's option	1, 2, or 4 four-sided dice
4	knives, stilettos, etc.	10	10
5	swords, spears, etc.	20	20

NOTE: the respective roles of vigor and endurance points; vigor loss represents the actual injury caused by an attack and is removed only when physical damage is caused. Endurance loss represents pain and shock; therefore, since a fistfight causes little lasting damage, only endurance is removed. A knife fight, however, takes off both kinds of points. Injuries such as radiation exposure remove vigor without affecting endurance.

PROJECTILE ATTACKS

When firing, first determine if a hit occurs, then locate where it impacts by rolling a twenty-sided die. 0=head, 1&2 &3=leg, 4&5&6=body, and 7&8&9=arm. Assume that each of the four areas of the body contains 50% of the total body vigor points. When an area is hit, remove the vigor points from it. When the vigor points in an area fall below 1, that area is incapacitated. If the head is incapacitated, the target dies. If the injured area is a limb, use of the limb is lost. Roll to see if the right or left limb is lost. If the body is incapacitated, the target is unconscious. Incapacitation of any part requires medical aid.

If more than one bullet is fired at the same target, roll separately for each bullet. Some weapons fire bursts of six bullets. Roll once to see if the burst hits. If a hit occurs, roll a six-sided die to see how many of the bullets struck. Bullets that miss may strike other nearby targets; see the procedure for firing into groups.

STAMINA MODIFICATION TABLE

circumstances	attacker	defender
class one attack	+0	
class two attack	+10	
class three attack	+10	
class four attack	+10	
class five attack	+15	
holding shield	+10	+20
wearing body armor		+20
striking from above or behind	+20	
initiated combat (first round only)	+5	
cannot move feet	-10	-10
blind	-20	-20
vigor of 5-10	-20	-20
vigor of 11-18	-5	-5
Übermensch	+5	+5
Köln Institute alumni	+5	+5
toolmaster	-5	-5
weapon has longer reach	+5	
invisible	+20	+20

****

TRANSFORMATION MODIFICATION TABLE

target	
human	0
Formian	+1
other sentient being	+2
inanimate object	-2

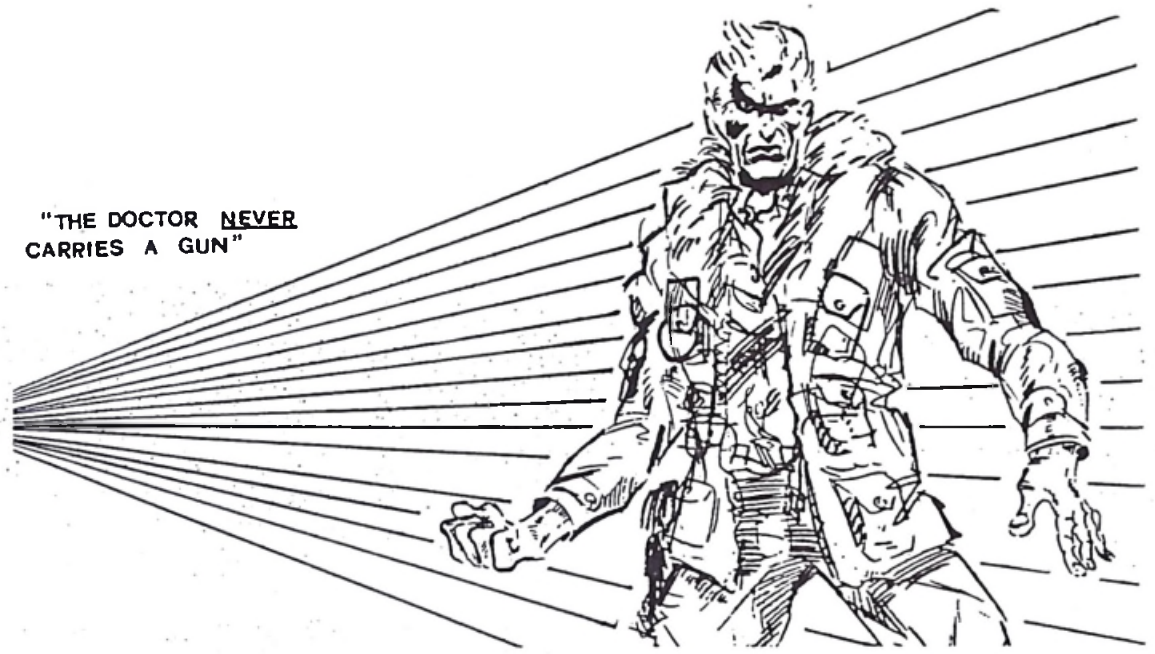
MENTALITY MODIFICATION TABLE

defender's mentality	ego
1-10	0
11-20	+4
21-30	+7
31+	+15
target knows of attack	+10

****

PROJECTILE MODIFICATION TABLE

point blank range	-3
short range	-1
medium range	0
long range	+1
extreme range	+3
dexterity of 1-4	+3
5-9	+2
10-14	+1
15-19	0
20-25	-1
26-35	-2
36+	-3
shoulder weapon	-1
braced weapon	-1
firing laser (per 2 sec)	-1
aiming for specific area	+1 body
	+2 other
second shot at still target	-1
target moving	+1
target evading	+2
target unseen	+5
target invisible	+6
firing burst	-1
gyrosteady	-1
firing at battle armor	+6
gun shield	+2
bulletproof vest	+3
bulletproof suit	+4
Übermensch	+1
costumed target	+2
target has closed with firer	+2
firer is blinded	+6
firing gas	-2
changing targets	+2
drawing and firing	+3



WEAPONS TABLE

weapon	rate of fire	ranges short	medium	long	extreme
grenade	1	0-2	2-4	4-6	
spear gun	1	2 in water 3 on land			
*hand laser	1 burst (5 sec)	0-10	10-20	20-40	40+
*heavy laser	1 burst (5 sec)	0-20	20-40	40-60	60+
handgun	2	0-20	20-30	30-40	
carbine	3	0-20	20-50	50-100	100-150
assault rifle	2 or burst	0-8	8-20	20-30	30-50
SMG	1 burst	0-4	4-8	8-12	
Expand	10 cm charge	0-2			2-6

WEAPON EFFECTS

effect of each bullet impack to area struck

type round	endurance loss	vigor loss
steel capped	20	30
dum-dum	20	40
magnum	30	40
HE shot	30	40
HE brass	20	30
shot	30	30
incendiary	50	50

mercy: reduces endurance to 1 after one turn

gas: reduces endurance to 1 after exposure. Gas effects everyone in a 2-inch cube (shot or grenade) or 1 inch cube (brass) and remains potent through 10 turns.

tangleweb: immobilizes all in the area where it hits with sticky strands. It incapacitates with a body hit, chokes with a head hit.

speargun: -20 vigor, -20 endurance

*hand laser: -20 vigor, -20 endurance per two seconds of hit.

*heavy laser: -30 vigor, -30 endurance per two seconds of hit.

DAMAGE FROM THE FOLLOWING WEAPONS IS EXTRACTED FORM THE ENTIRE BODY

Expand: short range -50 endurance & vigor; extreme range -10 e & v

HE grenade: -40 vigor, -40 endurance (1 inch blast radius)

flash grenade: reduces dexterity to 5, blinds all within 4 inches. Roll to hit separately for each in effect area.

tangleweb grenade: immobilizes all within 1 inch square. Check location.

smoke grenade: makes 2-inch cube. Smoke lasts for 10 turns, blinds, acts as laser cover.

NOTE: LASERS ARE CONTINUOUS BEAM WEAPONS AND ARE FIRED IN UNITS OF TWO SECONDS. DEPENDING ON THE REFEREE, THIS MAY BE CONSIDERED A SINGLE ATTACK, OR A SERIES OF ATTACKS.

MOVEMENT

1 turn = 10 seconds when 1 inch = 2 meters
1 turn = 30 seconds when 1 hex = .5 kilometer

	inches	hexes
human: stamina 1-19	3	
20-30	5	
31+	10	
Formian	20	
ramp	20	6
tracked vehicle	20	1
ground-effect machine	20	1
jet belt	20	1
auto or motorcycle, urban areas	15	1
auto or motorcycle, open ground	45	2
glider		.5
propeller plane		7
helicopter		6
jet plane		15
airship in calm air		1
power boat		3
patrol boat		3
transport hydrofoil		4
merchant ship		2
underwater sled		.25
submarine		2

These are maximum encumbered speeds and should be lowered as the situation warrants. Remember that you can either move twice, attack twice, or move then attack each turn.

HANDICAPS

The handicap is a number from 10 to 80 which represents the effectiveness of the player in combating crime. It determines the outcome of patrols and influences the charisma and general prestige.

The handicap may be evaluated up to 3 times a week and each new evaluation supercedes the previous one. Absence from patrol for three or more weeks voids all previous handicaps. A handicap must be evaluated at least once a month.

The handicap is determined by the referee after viewing the player's attempt to stop a crime in a predetermined handicapping scenario.

The following areas are considered and from 1 to 10 points are awarded in each category:

1) ability to prevent criminals from operating.
2) ability to locate criminals.
3) ability to stop crimes in progress.
4) ability to capture criminals.
5) ability to convict captured criminals
6) ability to get leads.
7) tendency to cause damage while stopping crimes.
8) tendency to be injured or captured.

The handicapping scenario is designed to test these areas:

PREVENTION: the mere fact that a hero is on patrol may deter criminals. The score in this area is determined by the hero's general history and treatment of criminals. Does the player have a reputation for always getting his man? How does he treat captured criminals? Since criminals are a superstitious and cowardly lot, a bizarre costume raises this score. Executing offenders in a horrible manner also raises the PREVENT score but is frowned upon. As time goes on, the score in this area will increase. In general, it starts below 4.

LOCATE: the ability to fetter out criminals is affected by both the player's method of patrol and the actual area under patrol. Does he swing from building to building or wait in an office until someone comes to him? Does he wear a conspicuous costume that might warn away criminals? The use of spotters and information always raises this score. Keeping tabs on events by monitoring a police scanner is a big help if the hero has the means to get to a reported crime in time to do any good. This area is also raised if the ability to get leads is high, or if the hero spends time in criminology research.

STOPPING: the ability to thwart criminals and force them to abandon their loot is determined by the specific response in the handicapping scenario. It may be relatively easily calculated. If the criminal gets away with the loot, 1 point. If he is stopped, even though he may escape with no gain, 10 points. An intermediate number of points may be awarded if the player causes the criminal to abandon only part of the loot.

CAPTURE: the ability to actually capture discovered criminals and presumably turn them over to the authorities is calculated like the stopping score. If the criminals escape, 1 point. If they are captured, 10 points. Capturing leaders is more valuable than capturing underlings.

CONVICTION: while criminals are less pampered in Inguria, 2044, than in America, 1977, blatant disregard for the rights of the criminal is penalized by a low score in this area. Beating up underlings to find Mr. Big is illegal, as is the injection of truth serum. Ditto for the shipping of criminals to upstate crime colleges for brain operations. Although a hero's testimony is usually damning, supporting evidence is useful, especially when no other witnesses are present.

LEADS: since many criminals are underlings, assistants, or members of crime syndicates, questioning can lead to bigger and better things and even raises subsequent locate scores. When the criminal is turned over to the authorities, the chance at this information is lost to the hero unless he has police contacts. Threats of bodily harm or the use of drugs raises this score, but will result in the lowering of the conviction score. A high charisma makes it more likely that a captured criminal will spill his guts.

DAMAGE: the tendency to injure innocent bystanders or destroy property can be a major problem to the careless crimefighter. This area keeps track of the hero's awareness of his environment. Does he shoot missiles at fleeing cars? Does he fix walls he bursts through? Does he make sure who is a crook and who isn't? Always keep track of line of fire for missiles and bullets and take off points for the hero who doesn't.

INJURY or CAPTURE: although heroes are remarkably durable, injury and even death may be the price a crimefighter must pay. Check what kind of chances the hero takes. Does an injury in fact take place? Does the hero have backup men or lookouts? Does he have a first aid kit and access to medical help? In evaluating this aspect of the handicapping scenario, it is important to realize that even if a player gets away with a dangerous action once, constant flaunting of the odds will catch up with him. A hero who offers himself as a hostage should have a low score in this area. Remember that although villains will always try to capture a hero, they do not usually risk killing him in front of witnesses. They usually put him in a death trap and leave (they are very squeamish and don't wait around).

NOTES ON DESIGNING HANDICAPPING SCENARIO

In designing a scenario, it is important to include tests for all eight areas. There is no reason not to use the same scenario for more than one player as long as the details do not become known ahead of time. Attention must be paid in early scenarios to where players plan to patrol, but as skill develops, it becomes possible to change a given scenario from one area to another by modifying details.

HYPOTHESIS 3:
IT WAS SOMEBODY
ELSE ALL THE TIME

Character Name: Type: Real Person:

Alias:

ITEM	INITIAL POINTS	BONUS	FINAL
Vigor			
Stamina			
Endurance			
Mentality			
Charisma			
Ego			
Dexterity			
TOTAL =	140		

AGE SEX

Initial Cr:

Address(es):

SPECIAL BONUSES AND ABILITIES

MAINTENANCE REQUIRED:

PURCHASES AND EQUIPMENT

BACKGROUND: Please write out a short synopsis of your character's background and history on the back of this sheet.

UNIVERSAL COMBAT MATRIX for mental and physical attacks

Attacker superiority in modified ego or stamina points

40+	35-31	30-26	25-21	20-16	15-11	10-6	5-1	0	1-5	6-10	11-15	16-20	21-25	26-30	31-
auto	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

score which must be matched or bettered on 3 six-sided dice to cause effect

DIRECT PHYSICAL ATTACKS

class	weapons	endurance loss	vigor loss
1	fists (untrained)	5	-
2	clubs, blackjacks, weapon butts, nightsticks, etc.	10	5
3	hands (trained martial artist)	5, 10, or 20 at the attacker's option	1, 2, or 4 four-sided dice
4	knives, stilettos, etc.	10	10
5	swords, spears, etc.	20	20

NOTE: the respective roles of vigor and endurance points; vigor loss represents the actual injury caused by an attack and is removed only when physical damage is caused. Endurance loss represents pain and shock; therefore, since a fistfight causes little lasting damage, only endurance is removed. A knife fight, however, takes off both kinds of points. Injuries such as radiation exposure remove vigor without affecting endurance.

STAMINA MODIFICATION TABLE

circumstances	attacker	defender
class one attack	+0	
class two attack	+10	
class three attack	+10	
class four attack	+10	
class five attack	+15	
holding shield	+10	+20
wearing body armor		+20
striking from above or behind	+20	
initiated combat (first round only)	+5	
cannot move feet	-10	-10
blind	-20	-20
vigor of 5-10	-20	-20
vigor of 11-18	-5	-5
Übermensch	+5	+5
Köln Institute alumni	+5	+5
toolmaster	-5	-5
weapon has longer reach	+5	
invisible	+20	+20

****

TRANSFORMATION MODIFICATION TABLE

target	
human	0
Formian	+1
other sentient being	+2
inanimate object	-2

MENTALITY MODIFICATION TABLE

defender's mentality	ego
1-10	0
11-20	+4
21-30	+7
31+	+15
target knows of attack	+10

MOVEMENT

1 turn = 10 seconds when 1 inch = 2 meters
1 turn = 30 seconds when 1 hex = .5 kilometer

	inches	hexes
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20-30	5	
31+	10	
Formian	20	
ramp	20	6
tracked vehicle	20	1
ground-effect machine	20	1
jet belt	20	1
auto or motorcycle, urban areas	15	1
auto or motorcycle, open ground	45	2
glider		.5
propeller plane		7
helicopter		6
jet plane		15
airship in calm air		1
power boat		3
patrol boat		3
transport hydrofoil		4
merchant ship		2
underwater sled		.25
submarine		2

These are maximum encumbered speeds and should be lowered as the situation warrants. Remember that you can either move twice, attack twice, or move then attack each turn.

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carbine	3	0-20	20-50	50-100	100-150
assault rifle	2 or burst	0-8	8-20	20-30	30-50
SMG	1 burst	0-4	4-8	8-12	
Expand	10 cm charge	0-2			2-6

WEAPON EFFECTS

effect of each bullet impact to area struck

type round	endurance loss	vigor loss
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dum-dum	20	40
magnum	30	40
HE shot	30	40
HE brass	20	30
shot	30	30
incendiary	50	50

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gas: reduces endurance to 1 after exposure. Gas effects everyone in a 2-inch cube (shot or grenade) or 1 inch cube (brass) and remains potent through 10 turns.

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Expand: short range -50 endurance & vigor; extreme range -10 e & v

HE grenade: -40 vigor, -40 endurance (1 inch blast radius)

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tangleweb grenade: immobilizes all within 1 inch square. Check location.

smoke grenade: makes 2-inch cube. Smoke lasts for 10 turns, blinds, acts as laser cover.

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PROJECTILE ATTACKS

When firing, first determine if a hit occurs, then locate where it impacts by rolling a twenty-sided die. 0=head, 1&2&3=leg, 4&5&6=body, and 7&8&9=arm. Assume that each of the four areas of the body contains 50% of the total body vigor points. When an area is hit, remove the vigor points from it. When the vigor points in an area fall below 1, that area is incapacitated. If the head is incapacitated, the target dies. If the injured area is a limb, use of the limb is lost. Roll to see if the right or left limb is lost. If the body is incapacitated, the target is unconscious. Incapacitation of any part requires medical aid.

If more than one bullet is fired at the same target, roll separately for each bullet. Some weapons fire bursts of six bullets. Roll once to see if the burst hits. If a hit occurs, roll a six-sided die to see how many of the bullets struck. Bullets that miss may strike other nearby targets; see the procedure for firing into groups.

PROJECTILE MODIFICATION TABLE

point blank range	-3
short range	-1
medium range	0
long range	+1
extreme range	+3
dexterity of 1-4	+3
5-9	+2
10-14	+1
15-19	0
20-25	-1
26-35	-2
36+	-3
shoulder weapon	-1
braced weapon	-1
firing laser (per 2 sec)	-1
aiming for specific area	+1 body +2 other
second shot at still target	-1
target moving	+1
target evading	+2
target unseen	+5
target invisible	+6
firing burst	-1
gyrosteady	-1
firing at battle armor	+6
gun shield	+2
bulletproof vest	+3
bulletproof suit	+4
Ubermensch	+1
costumed target	+2
target has closed with firer	+2
firer is blinded	+6
firing gas	-2
changing targets	+2
drawing and firing	+3

CRIME FREQUENCY TABLE

ID#	central city	suburbs	government area	resort	industrial area	outback	sea	office
1	0	0	1-8	0	-	-	-	0
2	1-4	1-4	9-12	1-4	0-5	0	0-1	1-10
3	-	-	13-20	-	6-7	1-2	2-5	11
4	5-8	5	21-25	5-8	8	-	-	-
5	9-10	6	26	9	9-10	3-10	6-15	12
6	11-15	7-9	27-28	10	11-18	11	-	13
7	16-17	10	29-35	11-12	19	12	16-18	14
8	18	11	36-40	-	20	-	-	15-20
9	19	12	41	-	21-30	13-14	19-22	21-25
10	20-22	13-15	42-44	13-15	31-32	15	23	26
11	23-24	16	45	16	33-34	16-18	24-30	27
12	25-29	17-18	-	-	35-40	-	-	28-31
13	30-31	19-25	46-52	17-19	41-42	-	-	32
14	32-39	26-28	53-54	20-23	43	19	-	33
15	40-43	29-32	55-56	24	44	20	-	35
16	-	-	57	-	-	21-35	-	36
17	44-49	33-34	58-59	25-28	45	-	-	37
18	-	-	-	-	-	36-79	-	38-42
19	50-51	35-37	60-61	29-34	46	80	-	43
20	52-62	38-39	62-65	35-39	47-52	81	-	44
21	63-68	-	-	40-45	53	-	-	45-59
22	69-72	40-46	66-70	46-49	54-60	82-85	31	60-85
23	-	-	-	-	61	-	32-95	86
24	73-75	47-48	71-72	50	-	-	-	87
25	76-78	49-50	73-80	51	62-70	86-87	96-98	88-92
26	79-82	51-65	81-82	52-53	71-75	-	-	93
27	83-85	66-71	83	54-58	76-78	-	-	-
28	86-90	-	-	-	-	-	-	94-95
29	-	-	-	59-64	79-84	-	-	96
30	91-95	72-98	84-95	65-75	85-95	88-99	99	97-99
31	96-98	99	96-98	76-88	96-98	-	-	-
32	99	-	99	89-99	99	-	-	-

CRIME DATA SHEET

ID#	TYPE OF CRIME	STOP	CAPTURE	CONVICT	LEADS	DAMAGE	INJURY	REWARD (X50)
1	assassination	-5	-4	0	-4	3	1	10
2	murder	-5	-5	-3	-4	3	2	8
3	espionage	-5	-5	-2	-1	4	3	8
4	illegal assembly	-5	-3	-4	-3	2	1	8
5	smuggling	-4	-4	-2	-2	3	4	6
6	arson	-4	-4	-3	-4	3	2	7
7	terrorism	-5	-1	-2	-1	2	0	10
8	treason	-5	-1	-1	-4	4	3	8
9	illegal pollution	-4	-1	-4	-4	5	4	5
10	mass murder	-3	-3	-2	-4	2	2	10
11	drug running	-3	-3	-2	-2	3	3	6
12	hijacking	-3	-3	-3	-4	4	2	5
13	vandalism	-3	-3	-3	-4	4	3	1
14	drug abuse	-3	-3	-4	-2	5	2	2
15	organlegging	-2	-3	-2	-1	4	4	5
16	jail break	0	-3	0	-5	5	5	9
17	armed assault	-3	-1	-3	-4	3	2	3
18	poaching	0	-3	-3	-4	4	2	2
19	rape	0	-3	-3	-5	2	4	3
20	holdup	-3	-3	-3	-4	3	2	6
21	shoplifting	-3	-3	-3	-5	4	4	2
22	kidnap	-2	-3	-2	-4	4	3	8
23	piracy	-2	-3	0	-4	4	5	10
24	counterfeiting	-2	-3	-1	-4	3	3	8
25	sabotage	-2	-3	-2	-3	3	2	8
26	breaking & entering	-2	-2	-2	-4	3	4	4
27	traffic violation	-2	-2	-3	-5	3	2	1
28	bank robbery	-1	-2	-3	-3	4	4	6
29	skyjacking	-2	0	-2	-3	1	3	10
30	property theft	-1	-1	-3	-3	2	4	4
31	mugging	-1	-2	-3	-3	5	1	4
32	soliciting	-1	-1	-3	-3	5	4	1

In practice, the best scenarios involve bank robbery, kidnapping, armed holdup, or organlegging. It is by no means necessary or advisable for criminals to have vast super powers. Several gunmen, a boss, and a lookout are usually sufficient.

It may be desirable not to tell players why some specific score is low. An example might be when a hero catches some of the villains, but doesn't notice that their lookout is escaping.

Notice also that it is relatively easy to get a high score in some areas at the expense of others. In fact, a high score in some handicapping areas precludes a high score in other areas.

In some cases, it may prove necessary to keep track of expendable materials, such as grenades, used by the hero in his handicapping scenario and multiply this by the number of crimes per week to get a cost of patrolling. Unless expensive ordinances such as missiles or torpedoes are used, the cost will be minimal.

In cases where performance is mediocre, or if it is not tested, it may be assumed that an average score is 4. A score of ten is exceptional and should be saved for the truly deserving hero who goes out of his way in an area.

EXAMPLE OF HANDICAPPING SCENARIO

Captain Gravity is a male human Unique with a Vigor of 15, Stamina of 35, Endurance of 25, Mentality of 20, Charisma of 35, Ego of 10, and Desterity of 20. He has the ability to either neutralize the force of gravity (make things fall upward) or make things heavier (a roughly human-sized object can be toppled with a force of five gravities). This is a transformation attack, and he has a -3 modifier. His dexterity allows him to attack two targets simultaneously.

For the past month, Captain Gravity has patrolled the central city by floating around twenty meters off the ground. He controls his lateral movement with a compressed-air belt. He monitors a police scanner and rushes to the scene of any crime reported. He wears a bright red costume with his name on the chest, and carries a utility belt with various assorted pieces of crime fighting gear. He carries no weapons.

His current scores are a 6 for LOCATION and a 5 for PREVENTION. The better-than-average LOCATION score is due to his use of a police scanner and his ability to get to the scene of a crime in a hurry. The PREVENT score is only slightly above average because the Captain has not yet developed a reputation. He has never appeared in a newspaper headline, and he has never maltreated criminals. When he first began to patrol, his PREVENT score was 2, and unless he does something spectacular, or changes his style, it will probably never get any higher than 5.

For the handicapping scenario, the referee has assigned a bank robbery on a crowded central city street. Captain Gravity gets word of the robbery in progress and rushes to the scene. As he rounds the corner, he sees a standard street with twenty bystanders, several ramp cars parked on their pads, and 3 criminals. Two are bagmen with small revolvers drawn. The leader has a shotgun with tangleweb shells (the Captain, of course, doesn't know what the gun is loaded with). The PR scores of the trio are 20 across the board. As they exit from the bank, bystanders dive into buildings and all the ramps but one drive away.

Gravity, unseen, lifts the first bagman into the air and drops him from a height of five meters onto the other bagmen. Since our hero is still using his power to keep himself airborne, he can only attack one of the villains per turn (average dexterity).

Since he could not have been spotted by the villains, they do not attack him on this turn.

Captain Gravity's attack is a transformation attack on a human: base of 0. He has a -3 bonus. He rolls one six-sided die, subtracts 3, and must match or better the resulting number on another six-sided die. Obviously, if the first die roll is four or less, the attack is automatically successful.

In this case, the attack succeeded. The first bagman's endurance will drop to 1 (unconscious) and the second bagman's endurance is reduced to 10 (stunned, may not attack).

The second turn, Captain Gravity is spotted and both sides may attack. The Captain lands and hits the gang leader with a 5-gravity field (this is a move followed by an attack). The first bagman is unconscious, the second turns and runs, and the leader fires twice at our hero, with his shotgun. Meanwhile, all pedestrians and ramp cars clear the area.

Assume the attack is again successful. The leader collapses, his endurance reduced to 10. He is stunned, and additionally cannot move as long as the high gravity is maintained; however, since all combat effects are subtracted at the end of the turn, he may still fire both shells; modifier of -2 for short range, -1 for dexterity of 20, -1 firing shoulder weapon, +1 for moving target, +2 for costumed character. The total modifier is -1; he rolls twice. Assume that one of the shells hits. A 20-sided die is rolled to determine the location; the number is 1, and the Captain's legs are immobilized. Fortunately for the cause of justice, the Captain's powers do not depend on his mobility. (A 4, 5, or 6 would have incapacitated him, and he would have had to spend several turns breaking free before resuming the attack. A roll of 0 would have been a head hit, and the webs would have choked our hero.

On turn three, the Captain maintains his high-g field on the leader (no die roll is needed) and orders the fleeing bagmen to halt. This is a situation in which the hero is attempting to force an action against a person's better judgment (at least!). His Charisma of 35 gives him a 50% chance of causing the bagmen to surrender. Assuming he is successful he can handcuff his prisoners and begin questioning them. As usual, he does not try to bribe or threaten. (To question the first bagman, he must first wake him up, using a first aid kit.) The hoods are then turned over to the police, and Captain Gravity waits expectantly for his handicapping scores.

His STOPPING score is 10, because he stopped the crime and returned the loot. His CAPTURE score is only 7, because he allowed the lookout to escape. (The lookout was positioned in the ramp car that did not leave immediately. He decided to escape when his capture appeared imminent.) CONVICTION score is 9; he did not do badly, but a perfect score is reserved for those who make special efforts in an area. His LEAD score is 6; although he questioned the prisoners, he did not offer any incentives for information. His DAMAGE score is 9; very few of his actions could have injured people or property. His INJURY score is 4; although he neutralized his opponents quickly, he still took fire and might have been severely injured or captured. He also had no backup available to rescue him.

Captain Gravity might improve his scores if he gets a bulletproof vest, prevents bystanders from leaving the scene of a crime, and questions his captives more closely. Threats or rough handling short of injury should raise his LEADS score and PREVENT score without seriously lowering his CONVICTION score.

PATROL

The commonest and most productive way for a superhero to combat crime is to go on patrol. A player elects to spend a certain amount of time on patrol and indicates when and where on his weekly planning sheet. It is the job of the referee to calculate the results of the weekly patrol and report them to the hero. Generally one week of game time equalling one week of real time gives enough time for the calculations to be made by the referee. The following procedure is used to calculate the results of patrol:

1) the hero decides what area he will patrol and how long he will patrol.

2) the referee subtracts the hero's PREVENTION HANDICAP from his LOCATION HANDICAP. This will give a number from +9 to -9.

3) the referee finds the LOCATION EFFECTIVENESS NUMBER corresponding to the number derived in step 2.

4) for each area to be patrolled, find the CRIME DENSITY NUMBER.

CRIME DENSITY NUMBER

central city	3
suburbs	1.5
government area	1.5
resort	.25
industrial area	.25
outback	.25
open sea	.25
office area	2

5) multiply the CRIME DENSITY NUMBER by the LOCATION EFFECTIVENESS NUMBER. This will give a number between 0 and 2. This number is multiplied by the number of 6-hour blocks spent patrolling in an area to find the number of crimes encountered in that area. Fractions round up.

LOCATION EFFECTIVENESS NUMBER

+9--2/3	-1--1/4
+8--2/3	-2--1/4
+7--2/3	-3--1/6
+6--1/2	-4--1/6
+5--1/2	-5--1/6
+4--1/2	-6--1/6
+3--1/3	-7--0
+2--1/3	-8--0
+1--1/3	-9--0
0--1/4	

6) roll percentile dice (00-99) for each crime and consult the CRIME FREQUENCY TABLE to find what crime is encountered.

7) since injuries sustained while on duty may mean planned patrols cannot be completed, a record of the order of crimes should be kept, and those encountered after the hero was incapacitated should be discarded.

8) once the specific crimes are determined, it is necessary to find the result of each encounter. Refer to the CRIME DATA SHEET for the relative difficulty of fighting each crime. The crimes have each been assigned a modifier in each of the six remaining handicap areas. The higher the absolute value of a modifier, the less likely that event is to occur. Note that some events are desirable (capturing the criminals) while others are less desirable (being captured or injured).

9) roll six pairs of six-sided dice for each crime, recording the numbers rolled. This gives the SEVERITY of the crime in each of the six areas. The lower the number rolled, the more severe the crime.

10) add the CRIME DATA MODIFIER and SEVERITY in each area to get the ACTUAL SEVERITY. If this number is negative you should then change it to 1.

11) multiply the HANDICAP of the player in each area by the appropriate ACTUAL SEVERITY to get the OUTCOME.

12) consult the PATROL RESULTS TABLE to find the significance of the OUTCOME.

13) determine the penalties and rewards of the week's patrol. To find monetary rewards, total the number of reward dice earned. If the crime was stopped, but the criminal escaped, or the criminal captured but the crime was not stopped, divide the dice for the crime by two, rounding down. (Obviously, if the crime was not stopped and the criminal escaped, there is no reward.) Roll the total number of six-sided dice and multiply by 50 Pd for the amount of reward earned. If more than 10 crimes are encountered, the overworked referee may elect to roll for several of them at once.

PATROL AREAS

CENTRAL CITY: includes Bloomberg West, the shopping center, the marina, the dock, and minor industrial parks. A wide range of crimes are committed here.

SUBURBS: includes the one and two family residences in Eastern Bloomberg, including the estates south of Mead Swamp.

GOVERNMENT AREA: includes all government offices in Bloomberg as well as the Formian Enclave. Assassination and espionage are the major crimes here.

RESORT: includes the Nash City Amusement lands, zoo, stadiums, beach, boardwalk, and the airport and spaceport.

INDUSTRIAL: includes Martinstown's automated factories and warehouses, airship fields, industrial piers, the agricultural domes and the water works.

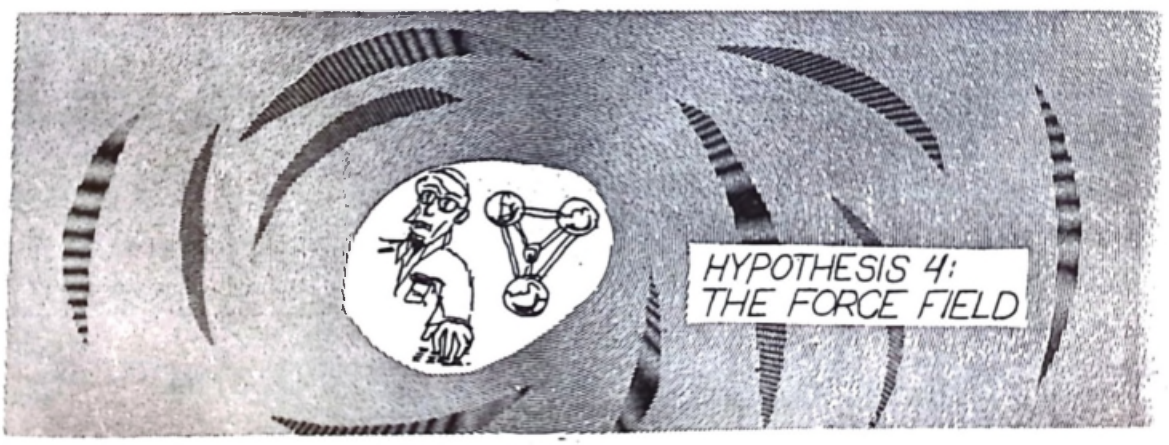
OUTBACK: the jungle, mountains, lava fields, penitentiary, power plant, and Douglass Defense Fields. For every six-hour block spent on patrol in the outback, there is a one percent chance the hero will find an empty cave he may claim under the Outback Homestead Act. The referee must decide where the cave is located, and its size. Coastal caves may allow boat docking. Remember that lava caves are seldom very complicated, and (alas) don't have stalactites and stalagmites. The commonest crime in the outback is poaching.

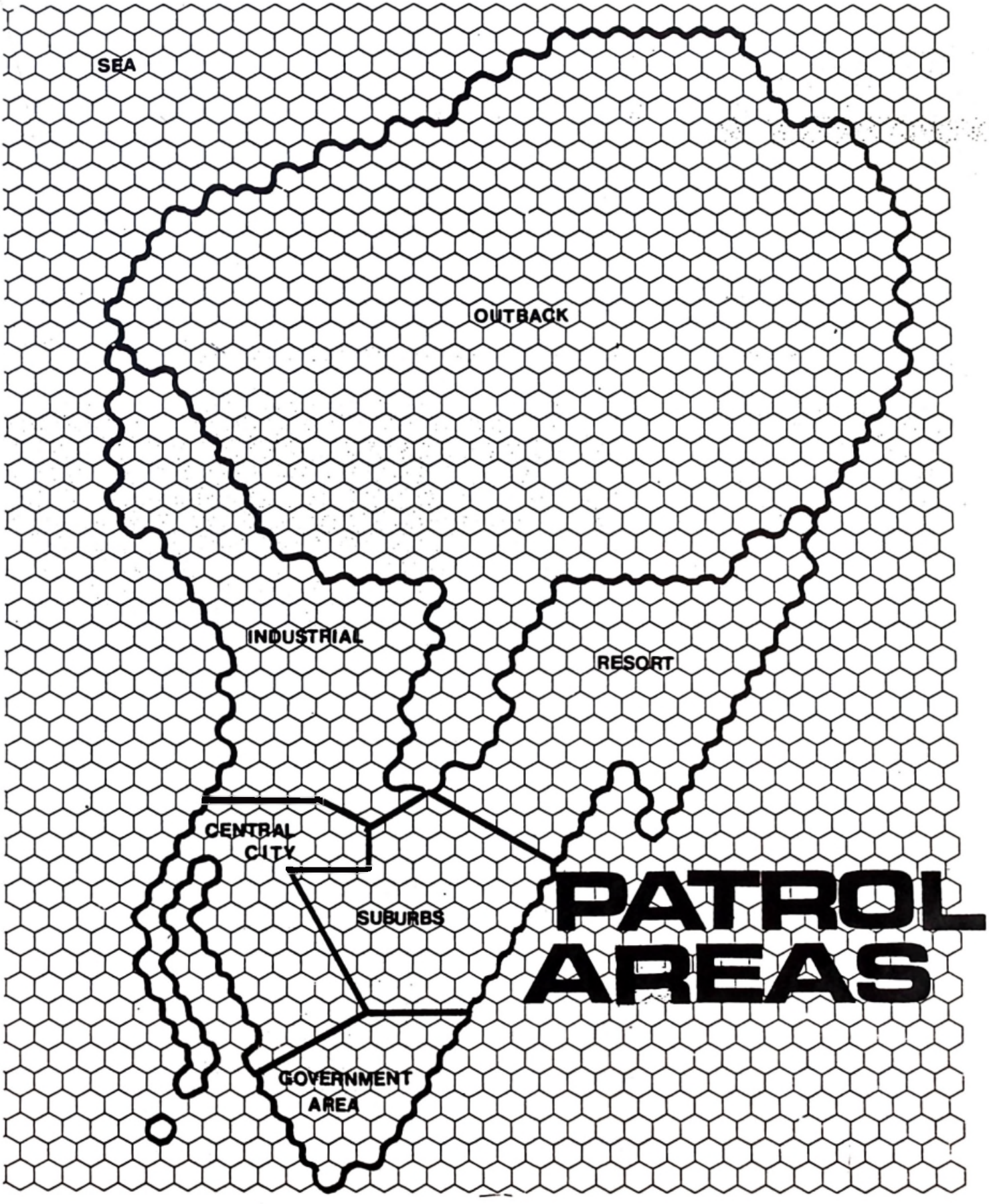
SEA: all of the coastal and open sea areas around the island, including Hendrix Island the the offshore mining operations. Common crimes are smuggling, drug running, and piracy.

OFFICES: the superhero who operates out of an office can visit any area. He hires himself out to the public (or occasionally offers his services free) but often follows up leads to collect reward money.

EXAMPLE OF CALCULATING PATROL RESULTS

Once more we will use Captain Gravity as an example. He elects to patrol for 5 six-hour blocks in the central city. The referee subtracts his PREVENT handicap from his LOCATE handicap: 6-5=1. This




SEA
OUTBACK
INDUSTRIAL
RESORT
CENTRAL CITY
SUBURBS
GOVERNMENT AREA
PATROL AREAS

CRIME FREQUENCY TABLE

ID#	central city	suburbs	government area	resort	industrial area	outback	sea	office
1	0	0	1-8	0	-	-	-	0
2	1-4	1-4	9-12	1-4	0-5	0	0-1	1-10
3	-	-	13-20	-	6-7	1-2	2-5	11
4	5-8	5	21-25	5-8	8	-	-	-
5	9-10	6	26	9	9-10	3-10	6-15	12
6	11-15	7-9	27-28	10	11-18	11	-	13
7	16-17	10	29-35	11-12	19	12	16-18	14
8	18	11	36-40	-	20	-	-	15-20
9	19	12	41	-	21-30	13-14	19-22	21-25
10	20-22	13-15	42-44	13-15	31-32	15	23	26
11	23-24	16	45	16	33-34	16-18	24-30	27
12	25-29	17-18	-	-	35-40	-	-	28-31
13	30-31	19-25	46-52	17-19	41-42	-	-	32
14	32-39	26-28	53-54	20-23	43	19	-	33
15	40-43	29-32	55-56	24	44	20	-	35
16	-	-	57	-	-	21-35	-	36
17	44-49	33-34	58-59	25-28	45	-	-	37
18	-	-	-	-	-	36-79	-	38-42
19	50-51	35-37	60-61	29-34	46	80	-	43
20	52-62	38-39	62-65	35-39	47-52	81	-	44
21	63-68	-	-	40-45	53	-	-	45-59
22	69-72	40-46	66-70	46-49	54-60	82-85	31	60-85
23	-	-	-	-	61	-	32-95	86
24	73-75	47-48	71-72	50	-	-	-	87
25	76-78	49-50	73-80	51	62-70	86-87	96-98	88-92
26	79-82	51-65	81-82	52-53	71-75	-	-	93
27	83-85	66-71	83	54-58	76-78	-	-	-
28	86-90	-	-	-	-	-	-	94-95
29	-	-	-	59-64	79-84	-	-	96
30	91-95	72-98	84-95	65-75	85-95	88-99	99	97-99
31	96-98	99	96-98	76-88	96-98	-	-	-
32	99	-	99	89-99	99	-	-	-

CRIME DATA SHEET

ID#	TYPE OF CRIME	STOP	CAPTURE	CONVICT	LEADS	DAMAGE	INJURY	REWARD (X50)
1	assassination	-5	-4	0	-4	3	1	10
2	murder	-5	-5	-3	-4	3	2	8
3	espionage	-5	-5	-2	-1	4	3	8
4	illegal assembly	-5	-3	-4	-3	2	1	8
5	smuggling	-4	-4	-2	-2	3	4	6
6	arson	-4	-4	-3	-4	3	2	7
7	terrorism	-5	-1	-2	-1	2	0	10
8	treason	-5	-1	-1	-4	4	3	8
9	illegal pollution	-4	-1	-4	-4	5	4	5
10	mass murder	-3	-3	-2	-4	2	2	10
11	drug running	-3	-3	-2	-2	3	3	6
12	hijacking	-3	-3	-3	-4	4	2	5
13	vandalism	-3	-3	-3	-4	4	3	1
14	drug abuse	-3	-3	-4	-2	5	2	2
15	organlegging	-2	-3	-2	-1	4	4	5
16	jail break	0	-3	0	-5	5	5	9
17	armed assault	-3	-1	-3	-4	3	2	3
18	poaching	0	-3	-3	-4	4	2	2
19	rape	0	-3	-3	-5	2	4	3
20	holdup	-3	-3	-3	-4	3	2	6
21	shoplifting	-3	-3	-3	-5	4	4	2
22	kidnap	-2	-3	-2	-4	4	3	8
23	piracy	-2	-3	0	-4	4	5	10
24	counterfeiting	-2	-3	-1	-4	3	3	8
25	sabotage	-2	-3	-2	-3	3	2	8
26	breaking & entering	-2	-2	-2	-4	3	4	4
27	traffic violation	-2	-2	-3	-5	3	2	1
28	bank robbery	-1	-2	-3	-3	4	4	6
29	skyjacking	-2	0	-2	-3	1	3	10
30	property theft	-1	-1	-3	-3	2	4	4
31	mugging	-1	-2	-3	-3	5	1	4
32	soliciting	-1	-1	-3	-3	5	4	1

number corresponds to a LOCATION EFFECTIVENESS score of 1/3. This is multiplied times the central city CRIME DENSITY: 3 x 1/3 = 1. This number is multiplied by the number of time blocks the hero is on patrol: 1 x 5 = 5. Five crimes were encountered. Decimal dice are rolled five times: the numbers are 48, 16, 59, 95, and 51. These numbers are checked against the CRIME FREQUENCY table, and found to be ID Numbers 17, 7, 20, 30, and 19; respectively, armed assault, terrorism, holdup, property theft and rape.

For each crime six pairs of six-sided dice are rolled to find the CRIME SEVERITY in each handicapping area. These numbers are added to the CRIME DATA numbers from the CRIME DATA table. The sum is multiplied by the respective handicap. For example:

The significance of the products are found on the PATROL RESULTS table. Gravity failed to stop the assault, but caught the criminals. They were convicted. No lead bonus was earned. No damage occured, and the Captain was not injured. One-half of the reward dice are earned (1 1/2).

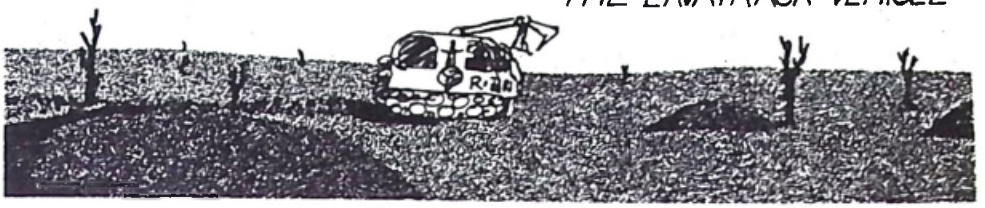
The crime was stopped. The terrorists were captured and convicted, and the full reward (10 dice) was earned. Next week's LOCATE score was raised by 2,and the hero caused no damage. Unfortunately, Captain Gravity was seriously injured or captured. To find out which, a 20-sided die is rolled: a 6, 7, 8, or 9 puts him in a deathtrap of the referee's design. For example, he might be abandoned in the outback without supplies or forced to fight his way past a roomful of thugs with his hands tied. A roll of 1 to 5 means he was seriously injured. Roll 3 six-sided dice; this is the number of vigor points that must be regained in the hospital. It is possible that the remaining three crimes must be discarded if the recovery period extends into subsequent patrol periods. Should tje vigor points lost reduce the hero's vigor score below 1, he is not dead, but must spend twice the normal time for recovery points lost.

*Deathtrap scenarios are played before the hero may do any other activities, but the remaining crime results are still calculated. That is, the deathtrap situation occurs in the same time block as the crime situation.

To find out how much reward money Captain Gravity earned before his hospitalization, the reward dice are totaled. 1 1/2+10=11 1/2, rounded up to 12. Twelve six-sided dice are rolled then, and the total multiplied by 50 Pseudo-dollars.

Generally, it is undesirable to allow heroes to successfully deal with more than 10 crimes a week. In the first place, it is unrealistic; in the second place, it gives the player too much money; and in the third place, it is too much work for the referee. Handicapping scenarios should be adjusted.

HYPOTHESIS 5: THE LAVATRACK VEHICLE



ARMED ASSAULT--ID#17

	STOP	CAPTURE	CONVICT	LEADS	DAMAGE	INJURY
crime data	-3	-1	-3	-4	3	2
severity	+5	+10	+11	+9	+3	+5
total	2	9	8	5	6	7
handicap	x10	x7	x9	x6	x9	x4
product	20	63	82	30	54	28

TERRORISM--ID#7

	STOP	CAPTURE	CONVICT	LEADS	DAMAGE	INJURY
crime data	-5	-1	-2	-1	2	0
severity	+9	+10	+10	+12	+5	+3
total	4	9	8	11	7	3
handicap	x10	x7	x9	x6	x9	x4
product	40	63	98	66	63	12

PATROL RESULTS TABLE

STOP	
20-	crime completed
21+	crime stopped
CAPTURE	
20-	criminals escape
21+	criminals captured
CONVICT	
15-	freed
16-20	convicted on lesser charge
21+	convicted
LEAD	
30-	no bonus
31-40	increase next week's locate score by 1
41+	increase next week's locate score by 2
DAMAGE	
1-5	catastrophic damage to property of life
6-10	major damage and lawsuit
11-20	minor damage and lawsuit
21+	no damage caused
INJURY*	
5-	character killed
6-15	seriously injured (vigor - 3 six-sided dice) captured and put in deathtrap
16-25	slightly injured (vigor - 1 six-sided die) captured and held for six hours
26+	not injured or captured

*IF INJURY OR CAPTURE IS INDICATED, ROLL A TWENTY SIDED DIE. 1-5=INJURED, 6-9=CAPTURED, 10=INJURED AND CAPTURED.

SALARIES

Employment is always by the six-hour block.

FOR 10 Pd/BLOCK: you can work at unskilled labor; any of a variety of odd jobs. The jobs are assigned by the employment computer and are always available.

FOR 25 Pd/BLOCK: jobs similar to the above but with regular hours are available. You must agree to work at least six blocks (36 hours) a week for at least six weeks.

FOR 50 Pd/BLOCK a skilled job may be had. The specific job will depend on the background of the hero. In general a hero is qualified for one specific job (player's choice). To become employed he spends one block per interview. He makes a charisma roll to see if the interview was successful. If not, he may continue to arrange job interviews until employment is secured. Skilled jobs require the holder to work at least 5 blocks (30 hours) a week. Less work may result in dismissal; a high charisma may allow you to convince the boss otherwise. Many employers prefer, for a variery of reasons, not to hire superheroes so a secret identity may be in order. (This usually means the difference between the COOPERATE and AGAINST BETTER JUDGMENT columns of the charisma matrix.)

OPTIONALLY a player may offer his services to other players at a salary to be greed upon between players. Agreements ust be in writing to be binding.

LITIGATION

Unless settled out of court by insurance lawsuits require one block of time each. The hero and the plaintiff (person suing) each roll a die and the plaintiff's score is subtracted from the hero's score. The remainder is the amount paid to the plaintiff. Negative scores mean the hero pays nothing. If a countersuit was filed by the hero before the roll, negative scores are paid to the hero by the plaintiff. For a major lawsuit, multiply the award number by 1000 Pd to find the amount awarded. For a minor suit, multiply by 100. It costs 1000 Pd to file a countersuit, and this money cannot be recovered.

EXAMPLE: A hero catches the criminals and stops the crime but causes major property damage and is sued. Next week he must spend one block of his time in court. He elects to countersue at a cost of 1000 Pd. He rolls an 8-sided die, scoring 8. The litigant rolls a 20-sided die, scoring 14. 8-14=-6. This is multiplied time 1000 (a major suit) and the hero is awarded 6000 Pd. If the hero had not countersued, he would have received nothing.

Suppose the plaintiff had rolled a 2. 8-2=6, so the hero would have been charged 6000 Pd, as well as the 1000 Pd fee for a countersuit.

Lawsuits against insured heroes are settled out of court.

CIRCUMSTANCES

	hero	plaintiff
crime stopped/criminal captured	8	20-sided die
crime stopped/criminal escaped	20	20
crime not stopped/criminal captured	20	20
crime not stopped/criminal escaped	20	8

LIVING EXPENSES

	per week
dormitory, room and board	50
private room with bath, no meals	100
apartment suite in city, furnished	250
two room office, urban area	150
suburban area	100
meals for one person	50
marina space	15
airfield space	25
hangar space	50
airship berth	200
single family house in suburbs	25,000 outright purchase

INSURANCE

MAJOR MEDICAL: 1500 Pd per year and covers all normally available medical help.

LIABILITY: 500 Pd per year and covers all nuisance suits brought by the public against the hero while he is on duty.

MALPRACTICE: 1500 Pd per year and covers all suits of any kind brought against the hero while he is on duty. Liability insurance may be converted to malpractice for 1000 Pd.

TAXES

Inguria taxes are a flat 10% of all cash income, payable at the beginning of each month. Income spent to fight crime is tax deductible. The Ingurian IRS (the referee) determines what exemptions are permitted.

TRAINING

Training raises the prime requisite scores. PR scores raised by training will never equal the highest original scores, but can be of considerable value. Training is always by the six-hour block.

VIGOR: 1 point per 15 blocks, no cost. Represents exercise.

STAMINA: 1 point per 5 blocks, 200 Pd per block. Represents martial arts training. Points gained may only be used in Class 3 attacks.

ENDURANCE: 1 point per 10 blocks, 200 Pd per block. Represents psychoconditioning to ignore pain.

MENTALITY: 1 point per 5 blocks, 25 Pd per block plus expenses. In general, Mentality can only be raised in a certain subject, such as criminology, picking locks, codes and ciphers, etc. A low or high original mentality will effect the learning rate.

CHARISMA: 1 point per 10 blocks, 50 Pd per block. Maximum increase 10.

DEXTERITY: 1 point per 10 blocks, no cost.

EGO: cannot be raised by normal means.

RESEARCH

The LOCATE score may be raised by 1 point by research into criminal technique, MO, and study of current mug shots. This takes 1 block of time a week and must be done every week. A missed week means no bonus is gained next handicapping session.

CRIMEFIGHTING EQUIPMENT

In general, miniaturization triples the cost of an item, while reducing its weight and volume from 25% to 75%. Micro-miniaturization multiplies the cost by ten, and reduces the item to tiny utility belt size. Of course, some items can only be reduced by a limited amount.

The size of an item is indicated by letters in /slashes/ after its name; bp= backpack sized, bc=briefcase sized, p= pocket sized, c=component sized, hw=hand weapon, and sw=shoulder weapon.

HYPOTHESIS 6:
THE ESCAPE TUNNEL

GENERAL EQUIPMENT

binoculars /p/	50
telephone tracer /pb/	3600
police radio scanner /p/	150
3-channel hand transceiver /p/	50
scrambler for above /c/	300
flashlight / /	10
central dispatch board	2500
polygraph (requires trained operator) /bc/	300
voiceprint analysis unit /bp/	800
fingerprint set / /	20
bullhorn /p/	50
night-vision scope /p/	350
letter-bomb detector /bc/	500
voice-stress analyzer /bc/	1200
oxygen mask /p/	250
gas mask /p/	50
x-ray scanner /bp/	1000
evidence examining kit /p/	500
monofilament handcuffs /c/	2
bug or tracer /c/	200
bug/tracer receiver and recorder /bc/	2200
metal detector /p/	50
speed detector /p/	750
basic utility belt	100
audiovisual camera /p/	300
audiovisual transmitter/receiver/recorder /bp/	1700
bulletproof vest	200
bulletproof suit with hood	1700
bullet shield /bc/	100
laser armor with hood	75
battle armor (custom fitted)	25000
powered exoskeleton (custom fitted)	25000
rope and grapple /p/	50
climbing winch /p/	150
anti-flash helmet	200
shrapnel suit	500
HE grenade /p/	15
smoke grenade /p/	10
flash grenade /p/	10
gas grenade /p/	15
tangleweb grenade /p/	20
first-aid kit /p/	75
spear gun with 5 spears /sw/	150
heavy cutting laser /bp/	5000
Expand (shaped charge explosive) 10 cm charge /c/	50
radio detonator control (10 channels) /p/	500
radio detonator /c/	5
proximity fuse /c/	5
wired remote detonator /p/	25
time fuse /c/	10

GUNS

weapon	load	price
pistol /hw/	12	100
magnum pistol /hw/	6	200
carbine /sw/	24	100
shotgun /sw/	24	100
submachine gun /sw/	50	200
assault rigle /sw/	24	250
machine pistol with gyrosteady /hw/	50	800
hand laser /hw/	5 sec	2000

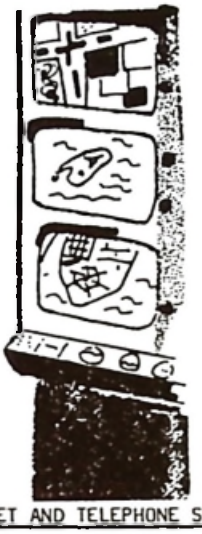
ACCESSORIES

telescopic sight	50
infrared sniperscope	250
starlight scope	350
monofilament gun cuffs (fasten gun to wrist)	20
bayonet	20
shoulder holster	25
gun belt	40

A man with average stamina can carry 1 bp plus 2 bc plus 8 p and an unlimited number of c. A shoulder weapon is equal to 2 bc items. A hand weapon is equal to 3 p items.

EXAMPLE: A person may carry a heavy cutting laser, a carbine,and 8 grenades. A person may carry a flouroscope, an oxygen mask, a letter-bomb detector, two pistols, and two grenades; carrying more than the allowable amount of equipment drastically reduces speed and dexterity.

All prices are given in Pseudodollars, and are manufacturer's list prices.



COMPUTER NET AND TELEPHONE SERVICE

Telephone service has three options: visual, vocal, and print. To fully utilize a home computer, you need all 3.

VOICE ONLY: 10 Pd/month
VOICE AND VISUAL: 25 Pd/month
FULL SERVICE: 35 Pd/month

A mobile unit is also available. It is pocket-sized, and costs 250 Pd per month for voice service, 500 Pd per month for voice and visual. It does not have a printer attachment. A deposit of 1000 Pd on the unit is required.

The computer net allows consultation with a near-sentient machine and provides answers to questions, education, a library, and recreation. It can transmit data visually, vocally, or in printed hard copy. Three types of service are available:

Use at a public computer console: 5 Pd per hour.

Home service: 250 Pd per month plus 300 Pd installation charge. Note that you must have a phone for the unit to plug into, and it will only transmit what the phone can transmit.

Fully mobile unit (bp sized master and 2 p slave units:2500 Pd per month.The master provides full service while within 1000 km of the Mount Inguri relay station. The slaves provide voice and visual service while within 100 meters of the master. The computer company requires insurance payments of 500 Pd per month on the units, or a one-time deposit of 50,000 Pd.

AMMUNITION

specify type of weapon

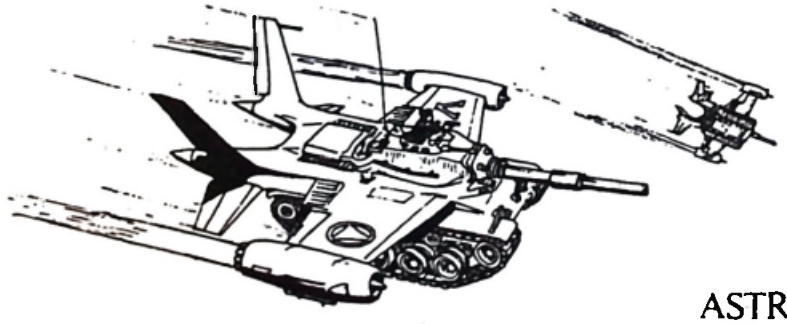
pistol clip, empty	3
shoulder arm clip, empty	5
slug, steel jacketed, per dozen	1
slug, dum-dum, per dozen	2
slug, magnum, per dozen	3
mercy bullet	3
mercy belt for autofire weapon, per 50 rounds	200
HE shotshell	5
HE brass	3
gas shotshell, impact explosive	3
gas brass, impact explosive	2
gas shotshell, penetrating	5
tangleweb shotshell	5
pellet shotshell, per dozen	3
incendiary bullet	2
flare (specify duration)	1

--see projectile tables for specific effects of rounds

VEHICLES

	capacity (people)	price (Pseudodollars)
GROUND		
auto	6	5000
motorcycle	2	2000
panel truck	10	7000
armored car	4	10000
tank, tracked & armored	6	25000
ground-effect machine	2	10000
ground effect machine	6	20000
AIRBORNE		
glider	1	2000
glider	6	20000
propeller plane	2	40000
propeller plane	6	40000
helicopter	2	40000
helicopter	6	50000
VTOL jet	3	75000
jet plane	6	60000
jet belt	1	10000
small helium airship	10	25000
large helium airship	50	75000
parachute	1	200
WATER		
small power boat	4	1000
large power boat	8	2000
patrol gunboat	20	25000
underwater sled	3	5000
small submarine	2	20000
torpedo sled	1	2000
rebreather mask	1	1000

--most vehicles are accumulator fueled. Fuel costs 10 Pd per week per man the vehicle can transport.



ASTROTANK !

SUPERHERO 44 SOLO RULES

SYNTHETIC SCENARIO MACHINE

Feedback for the first printing of Superhero '44 fell into three categories. First, the desire for a solitaire version; second, a means for quickly designing handicapping scenarios; and last a set of unified guidelines for evaluating a hero's performance in handicapping scenarios.

My response to these request is the Synthetic Scenario Machine. Hopefully, it will help referees unfamiliar with campaign set up get started and allow solitaire play.

It should be understood that dependence on the Synthetic Scenario Machine will limit play to an urban environment, and a handful of crimes. Nonetheless, it is still possible to use it as a basis for expansion into more varied endeavors.

To use the Synthetic Scenario Machine, some preparation is needed. It is strongly suggested a one ince = 2 meters map of a typical Inguria street be prepared on a large sheet of durable paper (see the streets of Inguria). You will probably want to include some building interiors on this map (banks, jewelry stores, etc.).

It will be necessary to include plenty of innocent bystanders for hostages and cover for criminal lookouts. They will usually duck for cover if shooting starts, but some might try to play hero or get in the way. The number, position and action of each bystander must be determined beforehand. In solitaire play, it is useful to write down several potential bystander reactions on cards, shuffle them, and pick one for each scenario.

After that, it is necessary to pick a crime, determine how many criminals are present, and equip the criminals using the SSM charts. After that, combat and handicapping proceed as normal. Play is conducted on the large map board using counters or miniature figures to keep track of relative positions of heroes, villains, and the public.

STEP ONE: PICKING THE CRIME

The seven easiest crimes for handicapping are rape, organlegging, property theft, kidnapping, holdup, bank robbery, and mugging. Use the CRIME SELECTION SHEET to pick which crime the hero encounters. Roll a 20-sided die and read off the corresponding crime and number of criminals.

CRIME SELECTION SHEET

ROLL	CRIME	NUMBER OF CRIMINALS LEADER	BAGMEN	SOLDIER
1	rape	0	0	1
2	rape	0	1	1
3	organlegging	1	2	1
4	organlegging	1	1	2
5	property theft	1	1	1
6	property theft	1	2	1
7	property theft	1	1	2
8	property theft	1	2	2
9	property theft	0	2	2
10	kidnapping	1	1	1
11	kidnapping	1	2	1
12	kidnapping	0	2	2
13	holdup	1	1	1
14	holdup	0	2	1
15	holdup	0	1	2
16	bank robbery	1	2	1
17	bank robbery	1	1	2
18	bank robbery	0	2	2
19	mugging	0	2	1
20	mugging	0	3	1

THERE IS ALWAYS THE POSSIBILITY LOOKOUTS ARE PRESENT IN ADDITION TO THE ABOVE CRIMINALS.

EXPLANATORY NOTES

RAPE: One victim. Criminal will always try to take victim hostage and bargain for freedom. On the equipment table alter to 1-8, clubs or chains; 9-15 knives; 16-20, pistol with steel jacketed bullets.

ORGANLEGGING: Usually a single victim (roll a six-sided die, and on a roll of 6, more than one victim). Organlegging always takes place at night in a secluded area. There is always a leader with a 20 bonus in mentality and ego. He is a rogue doctor. There is always a large (encumbers 1 man) refrigeration unit to cart away the stolen organs. Although organleggers don't kill their victims, they will always take hostage and bargain.

PROPERTY THEFT: This is the theft of valuable items not including Pseudodollar medallions. Criminals take hostages on a roll of 4, 5, or 6. Otherwise, they will run in different directions or try to disable the hero. They always have the means to move what they are trying to steal.

KIDNAPPING: This is assumed to be the taking of people for ransom rather than ad hoc hostage taking. Roll of 1, 2, or 3, one victim; roll of 4, two victims; roll of 5, criminal victim; roll of 6, Formian victim. Victims will usually try to escape if given the opportunity. A criminal victim will try to kill everyone, including his rescuer. However, roll a six-sided die, and on a 5 or 6, the victim or victims are unconscious and must be carried by one of the kidnappers.

HOLDUP: This is an attempt to take the medallion of an individual as opposed to a bank. Roll 1, 2, or 3, lone victim; roll 4, 5, shopkeeper; roll 6, two victims and child. Otherwise, treat as property theft.

BANK ROBBERY: Treat as property theft, but on a roll of 5 or 6 1-6 hostages have been taken.

MUGGING: Treat as rape.

STEP TWO: THE CRIMINALS

Criminals come in four sizes: Leader, Bagmen, Soldiers, and Lookouts. Assign PR scores as follows:

LEADER: Vigor 30, Stamina 30, Endurance 30, Mentality 30, Charisma 30, Ego 30, and Dexterity 30. Add a 20 point bonus in one area and a 30 point bonus in another area. Roll a six-sided die and, exclusing Charisma, give the 20 point bonus to the prime requisite corresponding to the remaining 6 categories.
The Leader will usually try to escape if things look bad.

*****

BAGMEN: Vigor 20, Stamina 20, Endurance 20, Mentality 20, Charisma 20, Ego 20, and Dexterity 20. These are the hapless gofers who are attempting to impress their bosses. Even so, they will try to escape if superheroes show up.

*****

SOLDIERS: Vigor 30, Stamina 30, Endurance 30, Mentality 20, Charisma 20, Ego 20, and Dexterity 30. Add a 20 point bonus in either Vigor, Stamina, or Endurance. These are the seasoned criminals who know if they are captured they will probably escape. They will run only if the situation is hopeless. When a leader is not present, they take command.

*****

LOOKOUTS: These are the unseen observers, hidden in the shadows, or disguised as innocent bystanders. They will generally not get involved in direct combat if they can help it although they may attack from behind or ambush. PR scores are as bagmen. There is always a chance lookouts are present, but because of their hidden character, they are not included in the encounter table. Roll a six-sided die (in a box for solitaire play); 1 or 2, no lookout; 3, 4, or 5, single lookout present; 6, two lookouts present.

STEP THREE: ARMING THE CRIMINALS

Each criminal must be equipped and armed from the following table. Roll a 20-sided die as indicated.

	LEADER (roll 4 times)	BAGMEN (roll 2 times)	SOLDIERS (roll 3 times)	LOOKOUTS roll 2 times)
1	martial arts	armor	martial arts	martial arts
2	jet belt	armor	martial arts	martial arts
3	armor	grenades	armor	martial arts
4	armor	grenades	armor	jet belt
5	armor	grenades	grenades	jet belt
6	grenades	grenades	grenades	armor
7	machine pistol (mercy)	shotgun (pellet)	grenades	armor
8	machine pistol (steel)	shotgun (pellet)	machine pistol (steel)	armor
9	machine pistol (steel)	shotgun (gas)	machine pistol (steel)	grenades
10	pistol (HE)	shotgun (web)	smg (steel)	grenades
11	pistol (steel)	shotgun (web)	smg (steel)	machine pistol (mercy)
12	pistol (steel)	shotgun (web)	smg (steel)	machine pistol (mercy)
13	pistol (dum-dum)	shotgun (HE)	smg (steel)	machine pistol (mercy)
14	smg (steel)	smg (steel)	smg (HE)	pistol (steel)
15	smg (steel)	smg (mercy)	smg (mercy)	pistol (steel)
16	smg (mercy)	pistol (steel)	pistol (HE)	pistol (HE)
17	hand laser	pistol (steel)	pistol (dum-dum	pistol (gas)
18	hand laser	pistol (steel)	pistol (steel)	pistol (gas)
19	hand laser	pistol (HE)	hand laser	pistol (gas)
20	hand laser	pistol (dum-dum)	hand laser	hand laser

armor is either an anti-flash helmet, laser armor, a bulletproof vest, or a bulletproof suit.
grenades are HE, gas, tangle-web, flash, or smoke.
martial arts allow the criminal to fight class 5.

The following lists help standardize the evaluation of a hero's handicapping scenario. They may be used to allow an unprejudiced calculation of handicapping scores. Of course, they are not meant to be the last word in handicapping and should be altered if conditions warrant.

PREVENT SCORE start with a base of 4
-2 new hero
-1 has code against killing criminals
-1 is wanted by authorities
-1 is non-descript, uncostumed, or invisible
+1 has bizarre or colorful costume
+1 mentioned frequently in newspapers
+1 patrols more than 7 blocks of time a week
+2 is well known for killing criminals

LOCATE SCORE start with a base of 4
-1 bizarre costume
-1 office patrolling
-1 no police scanner
-1 relies on foot power to get to crime
+1 engages in research
+1 per 1000 Pd spent on informants each week
+1 monitors police scanner
+1 flies

LEAD SCORE start with a base of 4
-2 never interrogates criminals
-1 charisma less than 10
-1 charisma is 1
+1 interrogates captured criminals verbally
+2 threatens captured criminals
+2 carries out threats
+3 uses lie detector, truth serum,etc.
+1 charisma greater than 30

DAMAGE SCORE start with a base of 9
-1 uses magnums
-1 fires at group with hostage
-1 destroys personal property
-1 destroys city property
-1 uses HE grenades in urban environment
-1 uses assault rifle in urban environment
-3 directly injures innocent persons
directly kills innocent persons, automatic 1
+1 uses no weapons
+2 offers self in exchange for hostage

INJURY SCORE start with a base of 5
-2 offers self as hostage
-1 has no med-kit
-1 is fired at
-2 attacks criminals in secluded area without backup
-3 is captured
-3 is injured severely
+1 has assistant or backup present
+1 has med-kit
+2 has armor
+2 has unique power that protects from damage
+1 has endurance or vigor greater than 30

STOPPING SCORE
If the criminal gets away with the loot, 1 point. If the loot is all recovered, 10 points. If the crime is stopped, 10 points. Adjust for partial success.

CAPTURE SCORE
Generally leaders will be worth 5 points, soldiers 3 points, bagmen 2 points, and spotters 1 point. This should be adjusted somewhat for large or small gangs. A 10 is always awarded if all the criminals are captured.

CONVICT SCORE start with a base of 9
-1 interrogated captured criminals verbally
-2 threatened criminals
-2 carries out threats to criminals
-3 uses truth serum, lie detector, etc. without permission
-1 stops witnesses from leaving the area
+1 actually saw crime being committed
+2 makes A-V record of action

TAKE THE BASE, THEN ADD OR SUBTRACT AS INDICATED FOR EACH SECTION.

OPTIONAL SUPERHERO RULES BY:
Nick Smith
Pat Shea
Andrew Robinson
RUSTY NEAL

GAINING ABILITY

MELEE WEAPONS

First and foremost, the character must have access to a weaponsmaster who can instruct in the use of that weapon. Badguys find them in the oddest places, while the primary source of training for goodguys is the Köln Institute, which will take only those that it considers as being worthwhile to train.

There are 7 levels of mastery with any particular weapon. Instructors must be at least 4th level. Each level of mastery corresponds to an attack level. At the Köln Institute, 60% of the instructors are 4th, 40% are 5th. Roll percent dice to find out what level your instructor is. Any weaponsmasters at the Köln Institute above 5th level are not available for training the public.

The first level of mastery requires 30 blocks of practice. KI graduates have this in all weapons. All other levels require 15 X level desired in blocks of practice, plus the maintenance of previous levels, and must be put in over not more than 5 weeks per level desired.

Other weapons may be learned; that is, a character is not restricted to just one weapon. For weapons of the same type (broadsword and longsword, for instance), only 2/3 of the time usually required is needed. Maintenance cost is 1 practice block per two levels of mastery per week. No weaponsmaster is needed for these practices, and no cost is incurred. If the maintenance practice is not put in, there is a 25% chance that the character will forget (lose) a level of mastery. Note that an odd level of mastery will require an extra block of practice every other week.

Köln Institute rates:
4th level instructors-100 cr/block
5th level instructors-150 cr/block

HANDGUNS AND SHOULDER GUNS

There are four levels of expertise for handguns and rifles. A handgun is different from a rifle is different from a shotgun, so a character must pick the type of weapon he will learn.

The first two levels require 10 blocks of practice per level. The cost of this commonly available training is 20 Cr/blk. Maintenance is 1 block week for every 2 levels gained, and again there is a 25% chance of losing the level per week without maintenance.[1] There is a cost of 2 Cr/blk. for maintenance (ammo charge). Further training is more expensive: a total of 60 Cr/blk., and it now requires 15 blocks of practice to gain additional levels. Maintenance is the same for these levels as for the first two.

1. Levels so lost can be regained at 1/2 the time normally required. First level expertise will never be lost in this manner.

HANDGUNS AND SHOULDER GUNS

The maximum level of expertise obtainable by a character is given by the following table:

ROLL PERCENT DICE AND KEEP TRACK OF THE CHARACTER'S MAXIMUM LEVEL:

00-24	1
25-49	2
50-74	3
75-99	4

Characters should not know what their maximum level obtainable is.

VIGOR

1 point of vigor is gained for every 15 blocks of exercise. Cost: 0.
Maintenance: 1 block of exercise per week for every point so gained; 25% chance of losing one point for each week without the requisite number of practice.

DEXTERITY

1 point per 10 blocks of practice.
Cost: 0.
Maintenance: 1 block of practice per week per 2 points gained in this manner. Again, a 25% chance of loss if practice is not maintained.

STAMINA

In addition to weapons training, fisticuffs training is available at the Köln Institute. General stamina can be gained at most gyms.
1 point for every 5 blocks of training.
Cost: 200 Cr/blk.
Maintenance: 1 block for every 5 points gained per week. This costs 5 Cr/block, unless the character is a member of the gym, which costs 50 Cr/year.
Please note that the deadly martial arts have been lost in this society. Rumors of men with "deadly hands and feet" exist, but refer to obscure monasteries elsewhere in the world which may not even exist anymore.

MENTALITY

1 point in a certain subject per 5 blocks of training.
Cost: 50 Cr/block and training materials.
This rate is affected by the learning rate, as determined by the character's mentality. In general, a character can learn one major subject (something one could get a Bachelor's degree on) for every 10 mentality points the character has.

GENERALLY AVAILABLE SUBJECTS
Operating criminog. equipment
Lockpicking
Ayl sciences
Radio Bugging and Tracking
Speed Reading
Gunsmithing
Some foreign languages

LIMITED (50%) AVAILABILITY
Codes and ciphers
Trap avoiding/disabling/building
False bookkeeping
Tricks, cheating at cards
Value estimatinn
Lasmithing (Laser construction)
Obscure foreign languages

HIRING ASSISTANTS

SEMI-SKILLED NON-HAZARDOUS DUTY
Examples: Cook, gardener, maid, chauffer
Pay: 25Cr/block

Ad. cost	Agency	Chance
5/day	Government Hiring Hall requires 1 day advance notice	90%/day, 2% ringer

SKILLED NON-HAZARDOUS DUTY
Examples: Lab assistant, gourmet cook, mechanic
Pay: 50Cr/block

Ad. cost	Agency	Chance
Time	Hire from present job	Charisma tables
10/day	Government Hiring Hall	40%/day, 10% ringer
20/week	Trade Publication (if applicable)	60%/week, 2% ringer
5/day	Newspaper	30%/day, 15% ringer

HAZARDOUS DUTY (GOOD GUYS)
Examples: Spotter, bodyguard, assistant in general
Pay: 50Cr/hour, 300Cr/block, or 1/3 of all reqards. All of these figures are negotiable, of course. An assistant will in general only accept the fraction of all rewards if the Superhero is fairly successful. In the other cases, pay should not drop below 75-100 Cr/block, and it should be remembered that an underpaid assistant may change his mind outside of the Hero's charismatic influence.

Ad. cost	Agency	Chance
15/week	Local Gym	45%/week, 5% ringer
5/day	Newspaper	20%/day, 15% ringer
Time	Bar	10%/try, 20% ringer
15/week	Security Agency	20%/week, 1% ringer
50/month	Köln Institute graduate[1]	(Class standing-2%)
30/month	Köln Institute dropout[2]	60%/month, 15% ringer
10/week	Uniquex[3]	5%/week

For characteristics, see further pages. Percentage chance of hiring based on listed pay. The chance of hiring increases as the square root of the pay multiplier offered, but the chance of a ringer increases as the multiplier.

Example: Offering 200 Cr/block for a skilled non-hazardous duty employee would double chances of hiring but increase the chance of obtaining a ringer by 4.

The roll for a ringer is made only after the assistant has been obtained. The superhero is not to know whether or not his employee is a ringer.

Example: Continuing the above example, assume the hero advertised at the Government Hiring Hall, a cost of 10Cr. The next day, the referee rolls for an 80% chance. He rolled an 84, and there just happened to be nobody available that day so the hero decided to pay another 10 Cr to try again. The next day, the referee rolled a 52, which, thanks to the higher pay offered, means that someone was available. The referee next rolls to determine whether or not the person obtained was a ringer; there is a 40% chance that it is. Fortunately for our hero, the referee rolled a 97; this guy is about as good as they come. If it is desired, the sex of an assistant can be obtained by a simple 50-50 die roll.

1. Add the standard bonuses for an Ubermensch to the Leader class. Randomly determine hand weapon of choice. 25% chance that one is available in any given month. They will take only 1/2 of all rewards, or 1500 Cr/block, and must be allowed his/her own costumes and secret identity. Thus, one cannot increase the chances of hiring a KI graduate by offering a greater salary.

2. Add 1/2 the standard bonuses for an Ubermensch to the Leader class. 75% chance that one will be available in any given month. Training advantages: Roll on a 1-6 die:
   (1-2) First level attack with a randomly determined hand weapon.
   (3-4) First handgun expertise level.
   (5) Ability to evade (evading bonus for projectiles).
   (6) Nothing.
   and general survival training. They will, of course, still be an Ubermensch, just not a fully trained one.

3. Add 1/2 the standard bonuses to the Leader class. The Referee determines the power of the Unique. If the Hero requires the Unique to have a certain power, the chance of hiring goes down. Specification of a fairly minor power, such as a limited type of flying, should not alter the chances from those listed. Specifying nothing will double the chances of hiring a Unique from Uniquex, if the Hero can come up with a good reason for needing just any Unique. Examples of Unique powers are listed elsewhere.

HAZARDOUS DUTY (BAD GUYS)

Examples: Thug, gunman, leader, boss
Pay: Varies by type

Agency	Chance
Local gym	25%/try, 5% ringer
Bar (if in right section of town)	65%/try, 1% ringer
Grapevine 5Cr/week	45%/week. 1% ringer
KI dropout[1]	15%/month, 5% ringer
Word of mouth	30%/thug, 1% ringer

Chance of hiring can be increased as in the good guy case. Pay, characteristics, and relative chances of hiring are on another page.

SKILLED BAD GUY

Examples: Toolmaster, Unique, weapons specialist
Pay: Varies, but should be around 100Cr/block or 1000Cr/week retainer. Some of the above will require special equipment.

TOOLMASTERS (Referee determines field)

Agency	Chance
A&E contracting firm	100% if in secret identity
Bar	2%/try
Grapevine 5Cr/week	25%/week
Word of mouth	15%/leader, 30%/boss

UNIQUE (Referee determines power)

Agency	Chance
Bar	4%/try
Grapevine 5Cr/week	25%/week
Gym	5%/week
Word of mouth	10%/leader, 20%/boss

WEAPONS SPECIALIST (Referee determines weapon)

Agency	Chance
Bar	8%/try
Grapevine 5Cr/week	30%/week
Docks	5%/try
Gym	15%/week
Word of mouth	5%/leader, 10%/boss

1. Same restrictions and abilities apply as in the good guy case, including number per month available.

CHARACTERISTIC	THUG	GUNMAN	LEADER	BOSS	BRUISER
Vigor	11	15	20	20	20
Stamina	15	20	20	20	25
Endurance	20	20	20	20	25
Mentality	10	15	20	20	5
Charisma	5	10	20	20	5
Ego	15	20	20	20	10
Dexterity	15	15	20	20	9
Reputation	—	1-6	2-5	4-9	—
Planning	—	2	2-5	4-9	—
Completion	—	2	4	6	—
Escaping	—	3	4	6	—
Conviction	—	1	4	5	—
Leadership	—	1	3-8	4-9	—
Damage	—	1-6	1-6	1-8	-1
Injury	—	3-6	4-7	4-9	—
Handgun expertise	0	1	2	2	0
Melee weapons	0	0	0	0	0
Fists	1	1	2	2	2
Thug aides	0	50%, 1 1%, 2	1-6	2-8	25%, 1
Gunman aides	0	1%, 1	50%,1 1%, 2	1-2	0
Leader aides	0	0	0	1	0
Bruiser aides	0	0	10%,1	25%, 1	10%,1
Multiplier	1	1/2	1/4	1/8	1/4

Goodguys have +5 mentality and +5 charisma to their bad guy counterparts, and go by the names hireling, aide, leader, sidekick, and moose, respectively. Good guys have the same expertise levels as the bad guys, and the handicap scores correspond between the two types; only the names need to be changed.

The notation 50%, 1 means that 50% of the time there will be one of that type.

Hired toolmasters will in general have an intelligence of 21-40. They will also have as many points in their field as their intelligence. The other characteristics are those of a gunman.

Hired Uniques will be leader types with one half of the Unique bonuses. The powers allowed a hireling Unique should be less than would be allowed a character.

Hired Weaponsmasters will be leader types with one hald the standard Ubermensch bonuses, and will be fourth (75%) or fifth (25%) level of mastery with a particular weapon. They will not have any of the other Ubermensch bonuses, however.

The chances of hiring one of the non-thug types is given by multiplying the base chance given for hiring a thug by the multiplier given above.

The pay base is, for a thug, 50Cr/block, 5% of the take, or 250Cr/week. Divide this base by the multiplier for the others.

HIRED TOOLMASTERS

00-03	Jeweler
04-08	Gunsmithing
09-12	Lasmithing
13-16	Communications Equipment
17-20	Sensing devices
21-25	Computers
26-27	Counterfeiting
28-30	Aircar maint. & Alter.
31-34	Electronic alarms & jamming
35	Spacecraft engines
36	Spacecraft systems
37	Spacecraft pilot or crew
38-40	Chemist (poisons, sleep gas)
41-43	Chemist (explosives)
44-45	Metallurgist
50	Missile systems
51	Robots & remote devices
52	EMF (as in force shields)
53	Magnetics
54	Botany
55	Biology
56-57	Surgeon
58-60	Medic (General Practice)
61-62	Cold and cryogenics
63-64	Heat devices
65-66	Exoskeleton repair and creation
67.0-67.4	Geology
67.5-67.9	Nuclear Science
68-72	Structural Engineer
73-74	Electricity
75	Submarine sys. & propulsion
76-78	Disguise
79-82	Lockemithing
83	Animal training
84-86	Architecture
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PROJECTILE ATTACKS

To use the projectile tables, start with the Projectile Attack Modifiers. Sum up all modifiers for a given situation;that number is the total modifier. A total modifier of -5 means that the shots automatically hit, a total modifier of 6 means that they automatically miss. The total modifier picks out the column to use on the projectile attacks table. If the shot is automatic hit,roll on the -5 column to determine where the shot hits; if a 96 or higher is rolled, the attacker is given his choice of where the shot hits. If aiming at a certain body part, you only have to get the hit on the appropriate column. If you get the hit,it falls where specified.

Reference the number rolled on a percentile die with the column and the appropriate armor class of the target. As explained on that page, this will give the area hit with a single die roll.

Ex: The total modifier for a gunman firing a handgun at a Unique wearing a bulletproof vest and a costume is +4 (short range, neither of them moving). The gunman rolls, on a percentile die, 06. Looking at the column marked 4 on the second set of tables (those for b-proof vest), it is seen that this hits the leg of the Unique.

To determine the damage done, go to the projectile damage table. Again, sum up the modifiers appearing with the table, and add that to the die roll.

Ex: In the above example, if this Unique were shot with a steelcap bullet, the total adjustment would be -10. If the gunman then rolled a 47 for damage, the Unique would take 14 points of endurance damage and 7 points of vigor damage.

MELEE

For hand to hand combat, staminas are compared. The numbers listed on the melee weapons chart are modifications to the attacker's stamina. "AC1" stands for "Armor Class 1", which is unarmored. AC2 is a bulletproof vest, AC3 is a bulletproof suit, and AC4 is Battle Armor. The :Blows/Attack" signifies the number of blows with the weapon a character gets per attack phase.

Ex: A character using a hand axe against another character wearing a bulletproof vest would have 8 subtracted from his (the attacker's) stamina. He would get two blows for every three attacks (assuming his dexterity is less than 30), so that if he attacked twice in a turn, as he is allowed to do, he would get one blow the first phase and none the second. If he decided to attack again the first phase of the next turn, he would then get a blow. This has completed the sequence of three phases, and the sequence begins all over again. If he hit with the hatchet, the damage would be two twelve-sided dice of both endurance and vigor, plus any damage bonus.

If the character attacking moves some significant distance between attacks then normally they are allowed to begin the sequence over again.
Once all of the modifiers for attacker and defender staminas have been taken into account, subtract the defender's adjusted stamina. This gives the Attacker's Superiority, and thus the chance of hitting. The percentage chance of hitting is then modified by the percentage modifiers. A roll of less than or equal to the indicated number (with a percentile die, 00 low) results in a hit.

NOTES FOR THE STAMINA MODIFIER TABLE:

def. stands for defense levels
* means that 1/2 of all defense levels are gone
¢ menas that the character will defend at 0th level

MENTAL ATTACKS

Mental attacks are done in a manner very similar to that used for melee. Egos are adjusted, the Attacker's Superiority is determined, and the resulting chance is given as a percentage. Mental attacks include mind reading, controlling, some kinds of invisibility, mental stun blasts, etc.

TRANSFORMATION ATTACKS

Transformation attacks include primarily attempts to change one object into another. The object or person so attacked rolls a saving throw, based on the following table:

Human	12
Other Sentient Being	6
Inanimate Objects	17
Animal	15

These numbers are to be rolled on a 0-19 die.

SPECIAL ORDINANCE

Sleep gas: Characters gassed get a saving throw the first turn they are in the gas; 10 for normal humans, 8 for Ubermensch, rolled on a 0-19 die. There is no saving throw for the second turn.

Tangleweb: Immobilizes an area. The character's stamina gives his % chance of breaking free; he gets 1 try, for one limb, per movement phase. Location: 0=head, 1,2,3=legs, 4,5,6=body, 7,8,9=arms. Head hits will choke the victim. There is a spray tangleweb dissolver available.

Mercy bullets: Have immediate effect if they hit the head or the neck, take one phase to take effect if they hit the body, and require a full turn if they hit any other part of the body.

WEAPONS RANGES

WEAPON	FIRE RATE	RANGE SHORT	MEDIUM	LONG	EXTREME
Grenade	1	0-2	2-4	4-6	
Speargun	1	2 in water, 3 on land			
Hand laser	1,bu	0-10	10-20	20-40	40+
Heavy laser	1,bu	0-20	20-40	40-60	60+
Handgun	2	0-5	5-15	15-20	20+
Carbine	2	0-8	8-32	32-82	82+
Shotgun (dbl. barrel)	2	0-5	5-10	10.	
Assault rifle	2,bu	0-25	25-150	150-350	350-500
Submachinegun	1,bu	0-7	7-22	22-27	27+
Sling	1	0-5	5-15	15-30.	

All ranges are in game inches, 1"=2 meters
by=burst, if a hit is scored, roll a 6-sided die to determine how many bullets hit.

PROJECTILE ATTACKS

	TOTAL MOD AREA	-4	-3	-2	-1	0	1	2	3	4	5
UNARMORED	NECK	1	1	1	1	1	1	0	0	0	0
	HEAD	7	6	6	5	5	3	2	1	1	1
	ARMS	18	16	14	12	11	8	6	3	2	2
	LEGS	31	28	24	21	19	15	10	5	4	3
	BODY	78	71	63	55	50	38	25	13	8	5
	L. BODY	95	85	75	65	60	46	31	16	12	7
R-PROOF VEST	NECK	1	1	1	1	1	1	0	0	0	0
	HEAD	7	6	6	5	5	3	2	1	1	1
	ARMS	44	40	35	30	28	21	14	7	5	2
	LEGS	91	82	72	62	58	43	29	14	10	5
	BODY	94	84	74	64	59	45	30	15	11	6
	L. BODY	95	85	75	65	60	46	31	16	12	7
B-PROOF SUIT	NECK	1	1	1	1	1	1	0	0	0	0
	HEAD	6	6	5	4	4	3	2	1	1	1
	ARMS	44	40	35	30	21	21	14	7	5	2
	LEGS	92	82	73	63	44	44	29	14	10	5
	BODY	94	84	74	64	59	45	30	15	11	6
	L. BODY	95	85	75	65	60	46	31	16	12	7
BATTLE ARMOR	NECK	1	1	1	1	1	0	0	0	0	0
	HEAD	3	3	2	2	2	1	1	1	1	1
	ARMS	43	38	34	30	27	20	14	7	4	2
	LEGS	93	83	73	63	58	44	29	14	10	5
	BODY	94	84	74	64	59	45	30	15	11	6
	L. BODY	95	85	75	65	60	46	31	16	12	7

00...is LOW. Roll less than or equal to number to hit indicated area; thus, a single percentile die roll will determine the area of impact.

Distance of miss formula is:

$$\frac{\text{\# rolled} - \text{\# needed}}{5} \times \frac{\text{range in game inches}}{2} \times \frac{12}{\text{(gun expertise level)}}$$

= distance of miss in real inches; there are approximately 78 real inches in a game inch. For miss direction, use a 12-sided die with numbers going clockwise, 12 directly up or down firers intended line of signt.

This table was constructed with the idea that if you hit your opponent, it will most likely be in a spot where the armor is weak.

PROJECTILE ATTACK MODIFIERS AND HAND THROWN WEAPONS

CIRCUMSTANCE		MODIFIER
Point-blank range		-3
Short range		0
Medium range		+1
Long range		+2
Extreme range		+5
Dexterity	1-4	+3
	5-9	+2
	10-14	+1
	15-19	0
	20-25	-1
	26-35	-2
	36+	-3
Firer blinded		+6
Changing targets		+2
Draw and fire		+3
Target closed w/firer		+2
Aiming at body		+1
Aiming at head		+2
Aiming at neck		+3
2nd shot at still target		-1
Target moving		+1
Target evading		+2
Target unseen		+5
Firing at battle armor		+6
Firing at gun shield		+2
Firing at b-proof vest		+3
Firing at b-proof suit		+4
Firing at unusual (costumed) target		+2
Shoulder weapon		-1 (+5 at P.B.)
Braced weapon		-1 (+6 at P.B.)
Gyrosteady		-1
Firing laser (2 sec)		-2
Firing burst		-1 (-2 @ short)
Firing gas		-2

Training: -1 for each expertise level.

PROJECTILE DAMAGE TABLE

ADJUSTED DIE ROLL	ENDURANCE LOSS	VIGOR LOSS
00	0	0
00-04	1	0
05-09	2	1
10-14	4	2
15-19	6	3
20-24	8	4
25-29	10	5
30-34	12	6
35-39	14	7
40-44	16	8
45-49	18	9
50-54	20	10
55-59	22	11
60-64	24	12
65-69	26	13
70-74	28	14
75-79	30	15
80-84	32	16
85-89	34	17
90-94	36	18
95-99	38	19
100-104	40	20
105-109	42	21
110-114	44	22
115-119	46	23
120-124	48	24
125-129	50	25
130-134	52	26
135-139	54	27
140-144	56	28
145-149	58	29
150-154	60	30
155-159	62	31
160-164	64	32
165-169	66	33
170-174	68	34
175-179	70	35

ADJUSTMENTS FOR ARMOR	
Unarmored	+0
Bulletproof vest	-10
Laser armor (vs. Laser)	-20
Bulletproof suit	-10
Battle Armor	-20

ADJUSTMENTS FOR AMMO TYPE	
Steelcap	+0
Dum-dum	+15
Magnum	+30
Incendiary	+40
Shotgun, point blank	+30
Shotgun, short range	+20
Shotgun, medium range	+0
Shotgun, long range	-10
Hand laser	+0
Heavy laser	+10
H.E. Grenade	+35
Speargun	+0

ADJUSTMENTS FOR LOCATION	
Neck	+20
Head	+40
Arm	+10
Leg	+0
Body	+0
Lethal Body	+30

DAMAGE

There are two types of damage to be considered. Endurance damage is temporary, and will be recovered at the rate of one point per turn of rest, or 6 per minute of rest. There is also a painkiller which can pass endurance for a short length of time. The painkiller adds 20 endurance points per dose to a maximum of 2 doese, and last for about 10 minutes. Endurance damage is done on a whole-body basis, and the effects of having certain endurances is shown in the table in the original rules, with the exception that endurance less than 0 has no further effect.

Vigor damage is damage of a more permanent nature, and is done on a body-part by body-part basis. Each portion of the body takes as many vigor points of damage as is listed in the characteristic "vigor". The effects on the body part are the same as are listed in the table in the original rules, with the exception that vigor less than 0 in a body part requires a saving throw to see whether or not even Ingurian medical science can save the body part. Note that this means that incapacitation of the head is not necessarily death. The Saving throws are:

Vigor damage Damage possible	Saving Throw
1	0
2	1
3	3
4	5
5	8
6	11
7	14
8	18
9+	19

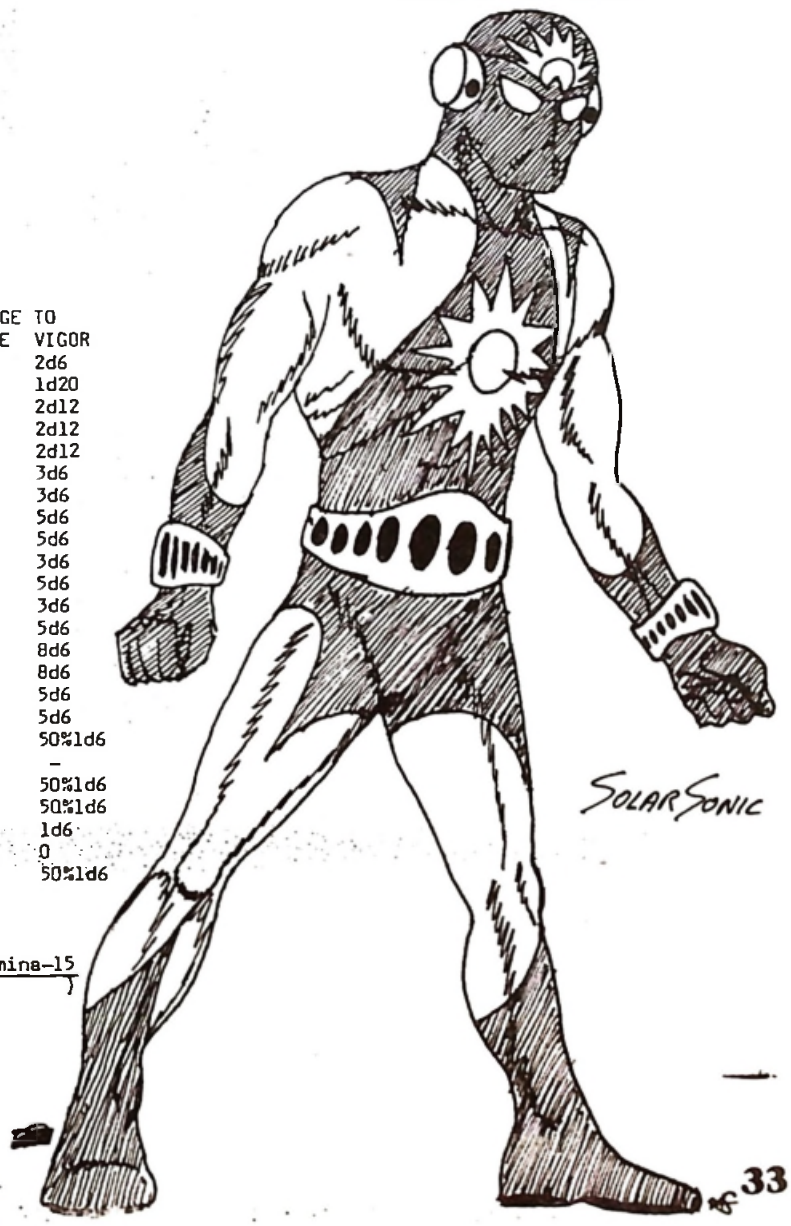
Ex: A character has taken 26 vigor points of damage to his arm, and normally can take 12. This is a ratio of 2, and the character needs to roll a 1 or greater to save the arm, on a 0-19 die. As luck would have it, he rolled a 0. Well, maybe he can find a transplant or prothetic.

MELEE WEAPONS

LENGTH	WEAPON	AC1	AC2	AC3	AC4	BLOWS ATTACK	DAMAGE TO ENDURANCE	VIGOR
1T	Dagger	+1	-1	-3	-19	1/1	2d6	2d6
2T	Hatchet	-1	-5	-9	-21	1/1	1d20	1d20
2T	Hand Axe	-5	-8	-12	-25	2/3	2d12	2d12
2	Short Sword	+2	+0	-2	-18	2/3	2d12	2d12
2	Trident	+2	+0	-2	-18	2/3	2d12	2d12
3T	Warhammer	-9	-9	-9	-9	2/3	5d6	3d6
4	Mace/club	-9	-9	-9	-9	2/3	5d6+3	3d6
5	Broadsword	-1	-4	-7	-17	2/3	5d6	5d6
5	Longsword	+3	-3	-9	-21	2/3	5d6	5d6
5	Narrow Falchion	-5	-7	-10	-12	2/3	2d12	3d6
5	Wide Falchion	-5	-5	-5	-15	1/2	5d6	5d6
5	Samurai	+4	-1	-7	-16	2/3	2d12	3d6
6	Battle Axe	-5	-5	-6	-10	1 2	5d6	5d6
6*	Great Axe	-5	-5	-5	-5	1/3	10d6	8d6
8*	Maul	-5	-5	-5	-5	1/3	10d6	8d6
9*	2-handed b-sword	-5	-5	-5	-5	1/3	8d6	5d6
10T	Spear	-1	-4	-7	-21	1/1	5d6	5d6
11*	1/4 Staff	+1	-2	-5	-25	1/1	2d6	50%1d6
0*	Fast Envelopment	-9	-8	-7	-9	1/1	-	-
3*	Rifle Butt	-9	-9	-10	-25	1/1	2d6	50%1d6
2	Billy Club	-10	-1	-11	-30	1/1	2d6	50%1d6
1T	Knife	+1	-1	-3	-25	1/1	2d6-2	1d6
0	Unarmored Fist	+0	-4	-8	-30	2/1	1d6	0
0	Brass Knuckles	+3	-1	-5	-30	2/1	1d6+3	50%1d6

T=Throwing weapon
*=2 handed weapon
Damage bonus: add to endurance damage Integer $\frac{\text{Attacker stamina}-15}{5}$

For dexterity 30+ increase blows/attack up one ratio.
For envelopment, defender rolls pinning saving throw:
10-Attack level with weapon + length, on 0-19.
If saving throw made, weapon can be used. Weapons less than length 3 can always be used, but will do hald damage if pinned.



HAND TO HAND COMBAT AND MENTAL ATTACKS

ATTACKER SUPERIORITY	TO HIT	CIRCUMSTANCES	STAMINA MODIFIER ATTACKER	DEFENDER
40+	100	Type of weapon	See chart	
35-39	98	Weapon longer	+5	+0
30-34	96	Weapon shorter	-5	+0
25-29	93	Using gun in melee	+0	-5
20-24	90	Using shield	-20/def	+10 x def
16-19	85	B-proof suit	-5	+0
12-15	80	Laser Armor	-5	+0
9-11	75	Cannot move feet	-10	10*
7-8	70	Blind	-20	-20¢
6-5	65	Vigor 5-10	-10	-10
3-4	60	n defense levels	+0	+5n
1-2	55	Ubermensch	+5	+5
0	50	Toolmaster	-5	-5
2-1	45	Initiated combat (once)	+5	+0
4-3	40	Striking from above	+10	+0
6-5	35	Striking from behind	+20	+0
8-7	30	Striking from below	-5	+0
11-9	25			
14-12	20		PERCENTAGE MODIFIERS	
17-15	15	CIRCUMSTANCES	ATTACKER	DEFENDER
20-18	10	n Attack levels	+5n%	
24-21	7	0th Level attack	x 1/5	
28-25	4	Aiming for gun hand		
32-29	2	or head	x 1/3	
33-	00	Aiming for arm or leg	x 2/3	

MENTAL MODIFIERS

CIRCUMSTANCE	MODIFIER TO EGO
Defender's Mentality	
0-10	+0
11-20	+4
21-30	+7
31-40	+10
41+	+15
Know attack is coming	+10
Trained in resistance	+10
"Down" n vigor points	-n
Hypnotized	-15 (Mentality 0)
Asleep	-5 (Mentality 0)
Stunned	Mentality 0

Determine Attacker Superiority by:
(Attacker's ego + modifier - (Defender's ego + modifier) and roll on above table

CHARACTERS

UBERMENSCH

-20 mentality, +20 endurance, +20 vigor, +20 stamina, +20 desterity. Köln Institute training gives:
Moderate handgun training (2nd expertise level
Ability to evade vs. projectiles
Two defense levels vs. melee weapons
First level attack with all hand weapons
Second level attack with a particular weapon, or second level defense with a shield
General survival training

The Oath: A KI graduate will not intentionally kill criminals, must cooperate with the lawfully chosen authorities and must have religious tolerance;
KI graduates must also contribute 1/10th of their income to the KIA, and must aid their fellow graduates in any way possible.

ALL UBERMENSCH:
Must exercise 1/week (it's in their nature), although a particularly vigorous method of patrol may obliviate the need for this; and must practice their weaponry as discussed in the section on gaining ability.

Ubermensch not trained by the Köln Institute may have other abilities determined by their past history. Please note that the referee does not have to accept any offered history.

TOOLMASTERS

+20 mentality, -10 vigor, -10 stamina, -10 endurance, +1-10 points to be used in the characteristics as the character sees fit.

Toolmasters should start the game with one or two pieces of equipment, a field or two of specialization, and usually a special breakthrough in technology. As in all character types, the referee must be careful to define and limit carefully the various powers and costs present.

UNIQUES

+20 Charisma

Uniques, in general, must practice their powers once a w-ek.

They should start the game off with a careful description of the effects of their powers, how often they can use them, etc. Uniques can attempt to strain their powers beyond rated limits according to the following guidelines:

For every 10% beyond their rated limits that a Unique tried to go, there is a 5% chance that they will fail and take that many endurance points of damage.

> Ex: If a Unique tried to exceed his limits by 50%, there is a 25% chance of failure. If he does fail, he will take 5 endurance points of damage.

For transformation attacks, there is a modifier of (2n-p-1) that the defender adds to his die roll, where n is the number of objects the attacker is trying to effect, p is the number of objects the attacker can effect, based on dexterity. Exceeding other limits by 10n% adds n to the defender's roll; a successful attack does n endurance points of damage to the attacker, and an unsuccessful attack does 2n endurance points of damage to the attacker. All other attacks that the character makes have the same bonus for the defender, until the attacking Unique rests for n/2 blocks.

SUPERVILLAINS

+20 ego, added to the usual bonuses for whatever type they happen to be.

Often, supervillains will need to start with some thugs, etc., in addition to whatever the standard type of character starts with.

TIMING

One turn is 10 seconds. There are 2 phases in a turn. In any particular turn, a character may move/move, move/attack, or attack/attack. He may not attack/move. Except in special cases, e.g. mercy bullets, damage is taken into account at the end of the phase.

SUPERVILLAIN CRIME DATA SHEET

The Supervillain Crime Data Sheet is used in the same manner as the normal crime data sheet, with one exception. In addition to the two 6-sided dice added to the number in the crime data sheet, the villain's planning handicap minus two divided by two is added to the number rolled. The resulting score is then multiplied by the appropriate handicap score, and this results table is used:

TO COMPLETE: 20- means crime is stopped
21+ means crime is completed

TO ESCAPE: 10- means all captured, 11-19 means 50% captured (roll for each person involved), 20 means one person captured (random), 21+ means all escape.

TO AVOID CONVICTION: 15- means all convicted, 16-20 means convicted on lesser charge, 21+ means let off scot free.

TO NOT GIVE UP LEADS: 30- means all is revealed, 31-40 means 50% chance of gang members revealed and 50% chance of revealing the hideout, 41+ means nothing revealed.

TO CAUSE DAMAGE: 1-5 means catastrophic damage to property or life (maybe even up to a million credits), 6-10 means major damage caused (easily in the tens of thousands of credits), 11-20 means minor damage (mere thousands, or perhaps as low as hundreds of credits), 21+ means no damage.

TO BE INJURED: 5- means 50% chance of death for each gang member, 6-10 means seriously injured 25% of gang (3 6-sided dice of vigof damage), 16-25 means 1-3 members slightly injured (1 6-sided die of vigor damage), 26+ means no members injured.

RANDOM THUG MORALE SHEET

	Boss	+3
	Leader	+2
	Gunman	+1
	Thug	+0 (Bruisers act the same as thugs)
pick	Boss in command and still active	+3
highest	Leader in command and still active	+2
bonus	Gunman in command and still active	+1
take	Crook has SW more than 50% loaded	+2
highest	Crook has SW less than 50% loaded (min. one shot)	+1
bonus	Crook has special ordinance (grenades, etc.)	+2
	Crook has handgun 50% or more loaded	+1
	+1 for every other thug still on his feet	
	-1 for each phase of combat superhero remains unwounded	
	Handgun less than 50% loaded	-1
	Handgun less than 25% loaded	-2
	For each enemy down	+1
	For each superhero down	+3
	For each thug down	-1
	Superhero attacks	-1
	Police have arrived	-3
	Unblocked exit	+3
	Note: if saving throw is made due to the unblocked exit bonus, thug in question will immediately run out	
	Crooks outnumbered by armed enemies and/or superheroes	-2
	Superhero attacks individual	-4

BASE ROLL: 8 on a twenty-sided die. Add and subtract all modifiers, than roll on a twenty-sided die, 0-19. If the required number or higher is rolled, the thug will stand his ground and fight on as best he can. If saving throw is failed, the thug will make every effort to escape. Only if the thug blows his saving throw and is unable to effect an escape will he then surrender.
If thug does not make his saving roll by 4, he is rattled, and is -3 on all archery rolls. For gunmen, the limit is 2, and leaders need just to make their saving roll.

SUPERVILLAIN CRIME DATA SHEET

ID#	TYPE OF CRIME	COMPLETE	ESCAPE	CONVICTION	LEADS	DAMAGE	INJURY	LOOT DICE	%CHANCE
1	Assassination	-5	-5	-5	-3	0	-2	15	5
2	Murder	-2	-2	-4	0	0	-2	8	40
3	Espionage	-5	-4	-3	-4	-1	-1	8	80
4	Armored car heist------must be run as a special event								
5	Smuggling	-4	-4	-5	-1	0	0	6	-
6	Arson	-4	-4	-2	0	-7	-2	7	50
7	Terrorism	-3	-2	-3	-2	-7	-4	10	30
8	Forgery	-2	-1	-1	+1	0	0	4/week	-
9	Illegal pollution	-1	-1	-2	0	-1	0	5	5
10	Mass murder	-4	-2	-5	-1	0	-3	9	30
11	Drug running	-2	-1	-2	-3	-2	-1	6	-
12	Hijacking	-3	-3	-3	-2	-3	-1	5	-
13	Vandalism	0	0	-1	+3	-1	0	1	10
14	Child porn	0	-1	-3	-1	0	0	4	-
15	Organlegging	-2	-2	-1	-2	-1	-1	7	-
16	Cargo theft	-2	-1	-1	0	-1	-2	3-6	-
17	Armed assault	-1	-2	-3	0	-2	-2	3	90
18	Poaching	+1	+1	0	+3	0	0	1	-
19	Extortion	-2	-1	-4	-2	0	0	1/shop-week	-
20	Holdup	-2	-3	-1	0	-2	-2	4	-
21	Shoplifting	-2	-3	0	+2	0	0	1	-
22	Kidnap	-4	-2	-2	-1	-1	-1	8	-
23	Piracy	-3	-3	-2	-2	-1	-3	8	-
24	Counterfeiting	-5	0	-4	0	0	0	8/week	-
25	Sabotage	-5	-2	-4	-1	-7	-1	8	75
26	Breaking and enter.	-1	-2	-1	+1	-1	0	2	40
27									
28	Bank robbery	-1	-1	-4	0	-3	-2	2-6	-
29	Skyjacking	-4	-3	-3	-1	-3	-2	8	-
30	Property theft	-2	0	-1	0	-1	-1	1-6	-
31	Mugging	0	-1	-2	-2	0	0	1-2	-

% chance is the chance of finding some organization or person to pay for that particular crime in a given week.
Loot dice is the number of 6-sided dice rolled to determine the loot. Multiply the total obtained by 50Cr to determine the loot.
Conviction is to avoid conviction, leads is to not give up leads. The handicap scores of the person in charge are used to determine results. The planning bonus, however, is based on the planning score of whoever planned the crime.

SUPERVILLAIN

HANDICAP	CREDITS	CHARACTER NAME
REPUTATION	SALARY	
PLANNING	LOOT	
COMPLETION	SALES	CHARACTER TYPE
ESCAPING	CR. ON HAND	
CONVICTION	OTHER	
LEAD	TOTAL	AGE/SEX
DAMAGE		
INJURY	EXPENSES	
PRIME REC SCORES	FOOD	MEMBERSHIP
VIGOR	LITIGATION	
STAMINA	ROOM	
ENDURANCE	OTHER	
MENTALITY		
CHARISMA		NOTABLE POSSESSIONS
EGO		
DEXTERITY	(expendables)	
INDIVIDUAL BONUSES	TOTAL EXPENSES	CRIME RESULTS (referee)
	FINAL TOTAL	

WEEK OF	MN	TU	WD	TH	FR	SA	SN
8am 2pm morning							
2pm 8pm afternoon							
8pm 2am evening							
2am 8am night							

TOTAL HOURS:
ON CRIMES =
AT REST =
AT SCHOOL =
AT PRACTICE =
AT RESEARCH =
OTHER =
=
=
=
=
=
TOTAL = 28 HOURS

LIMITATIONS: 10 rest blocks per week
no more than 4 blocks between each rest block
no more than 3 rest blocks in a row

CONTINUE ON ADDITIONAL PAPER IF NECESSARY / SPECIFY EXACT EXPENDITURES

Male, Human, Unique

SUNBURST: The Radiant Man

VIGOR	0 + 20 = 20
STAMINA	0 + 20 = 20
ENDURANCE	0 + 25 = 25
MENTALITY	0 + 15 = 15
CHARISMA	30 + 0 = 30
EGO	0 + 15 = 15
DEXTERITY	0 + 35 = 35

Charles Polk was a scientist, was not intelligent enough to be a good toolmaster. Never the less, he wanted to be a crime fighting SUPERHERO. In his own dogged way, he was effective. After a five year search, he located some supposedly destroyed computer tapes describing the SUNBURST project. It was a plan to create solar powered Samurai. The Japanese underground army had sponsored the research during the final days before the six day war. The neutralization of the SUNBURST PROJECT was one of the first Science Police missions.

Polk acquired the nece-sary apparatus after stealing the money needed to buy it. Since he was basically honest, he kept careful note of his victims so that he could return the money later. After much additional effort, he finally became SUNBURST: the radiant man.

Sunburst's powers are threefold. He can cause flashes to appear from his fingertips, once per turn, that act exactly like flash grenades. He is immune to flash attacks, and can see in the dark by picking up infra-red rays with his reconstructured eyes. In addition, these eyes can project laser like beams with a maximum range of 10" (this is a medium range attack on the PROJECTILE MODIFIER TABLE). Because his weapon has built-in sighting, it receives a -2 to hit. Sunburst's eyes do a -25 vigor and a -20 endurance damage per hit and will ignite flammable objects. Under special, non-combat circumstances, he may use them like a laser cutting tool to drill through metal or stone. Because this process is difficult to control, it takes at least five turns per 1/10th meter.

Charles Polk donned a silvery laser resistant costume and set out to battle evil doers. Because of his honesty and good press, he was very effective. Money began to roll in from rewards, donations and public appearances. Sunburst gives half of all money earned to the original people he stole from (anonymously of course) even tho he has long since paid back the debt.

The Science Police suspect SUNBURST got his powers thru forbidden processes, but can't prove anything. They realise that the only way he could have gotten the SUNBURST tapes was via a traitor in the S.P. or a survivor of the Japanese underground army. Either possibility is unsettling so they watch him closely.

Charles Polk maintains his secret identity so he won't be bothered while off patrol. He has no job and saves his half of the money for an emergency. Sunburst patrols during the day for obvious reasons and usually acts alone. He shuns the use of complex equipment and carries only a police scanner as he patrols the government and central city areas.

PERCENTILE DIC
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Male, Human, Unique

MULTIPLEX: The Multiple man

VIGOR	0 + 25 = 25 (15) (35)
STAMINA	0 + 25 = 25 (50) (15)
ENDURANCE	0 + 25 = 25 (50) (15)
MENTALITY	0 + 20 = 20
CHARISMA	20 + 10 = 30
EGO	0 + 10 = 10
DEXTERITY	0 + 25 = 25

Jason and Jasper Jorgen were twin orphaned wards of the state. Uniquex thought they were perfect subjects for a series of dangerous experiments with human telepathy. It was theorized that twins born after the war would have heightened mental rapport that could be measured and enhanced. The new sponsors were chagrinned to discover that they exhibited no psychic powers at all.

Next they were given a drug which the computers predicted would produce full telepathy. During testing, an unintelligent unique dog got loose and attacked the pair. Jason and Jasper looked at one another, concentrated, and merged into one superhuman! The new individual finished off the dog and collapsed in shock. It was soon learned that the pair did have unique powers quite unlike anything imagined.

Jason and Jasper can merge into one body with heightened stamina, endurance, and vigor (and weight), or each twin can split into two bodies with reduced PR's. The new values are given above. Note that if each twin splits, four bodies are formed. Each of the four weakened bodies can split again, (eight total bodies would be formed) but because of life force dilution, the new bodies die, unless reunited within one hour.

Bodies can merge if within 1" of each other. The new, combined body is as injured as the <u>least</u> of the two merging bodies. A live body can even merge with a dead body unless it is completely ruined. In this case, the surviving body regains full strength within 6 weeks. Two merging bodies know everything each of the two individuals knew so study time can be cut in half, altho intelligence is not improved.

Each body can also cast an image of itself. The image appears beside the original and mimics his every move. It can not be dispelled. It does not show up on film, radar, or electronic gunsights. Since these images stand an equal chance of being hit by anyone shooting at the pair, the gunman always has a 50% chance of missing his target, even with perfect aim.

Jason and Jasper usually remain in a single, powerful body (named J.J. Jorgen). They maintain a secret identity, but work full time as crimefighters. Their money comes from an insurance policy taken out by Uniquex against the "DEATH" of the twin brother. Uniquex goes along with this to be assured of their future cooperation.

Multiplex wears a splashy costume that splits with them. It is woven from a hairlike protein clone, courtesy of Uniquex and the comics code. Equipment can not be duplicated so it falls in a pile between the two new bodies. Multiplex goes unarmed unless he knows what to expect. He usually carries four radios which can be tuned to the police band.

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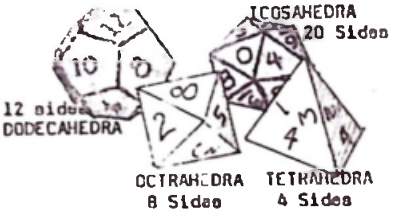

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